



EuroCup 

2020-21

7DAYS EUROCUP

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FIBA INTERNAL REGULATIONS GOVERNING ANTI-DOPING

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

<https://www.fiba.basketball/anti-doping>

EUROCUP REGULATIONS

EUROCUP REGULATIONS

CHAPTER I

General Regulations

Article 1. Structure, Management and Organisation of the Competition

- 1.1.** Euroleague Commercial Assets S.A. is the limited liability company (hereinafter “ECA”), acting pursuant to Luxembourg law, with registered office at 146, boulevard de la Pétrusse, L-2330 Luxemburg, the shareholders of which are the licensed clubs participating in the EuroLeague competition and a number of leagues. It is governed by its Statutes and the resolutions of its governing bodies.

The General Assembly is the ECA body of representation and governance, where the ECA shareholders meet with the associated clubs – which are the clubs that participate in the EuroLeague with an annual licence and have the right to participate in the General Assembly with no voting rights. The General Assembly is responsible for the general supervision of the topics regarding the EuroLeague and the EuroCup (hereinafter the “Euroleague Basketball competitions”). In addition, it ensures the coordination of the clubs and has the authority to make decisions and confer functions to other bodies.

On 7 July 2016 the General Assembly constituted the EuroCup Board and granted it the duties to submit proposals and recommendations regarding the EuroCup to the General Assembly and to exercise any further functions conferred on it by the General Assembly. The EuroCup Board consists of the following members, elected by the General Assembly, for a three-year term office:

- Three representatives of the associated clubs that participate in the EuroCup.
- Three representatives of the leagues that are ECA shareholders.
- The Chief Executive Officer, who will act as chairman of the EuroCup 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.

- In case of a vacancy in the EuroCup Board, the Chief Executive Officer may appoint a substitute that will be submitted for approval in the first General Assembly meeting to be held.

- 1.2. The EuroCup will be governed, managed, administered and developed by Euroleague Properties S.A. or any of its relevant permitted successors, licensees or assignees (hereinafter “EP”). EP is the limited liability company responsible for managing and organising the Euroleague Basketball competitions, 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. Euroleague Properties S.A. has designated the company Euroleague Entertainment & Services, S.L.U. (hereinafter the “Company”) as the body responsible for the management and administrative organisation of the EuroCup competition.
- 1.4. The Chief Executive Officer of the Company (hereinafter “Euroleague Basketball CEO”) will be the executive responsible for governing, managing and administering the EuroCup competition, for adopting the necessary regulations, agreements and resolutions for the smooth running of the competition, and for the delegating where deemed necessary in accordance with the organisation chart of the Company.
- 1.5. The clubs must adhere to these Regulations and any future modifications, amendments and derogations thereto, as well as to other applicable resolutions.
- 1.6. The Company will set up an office, the “Euroleague Basketball office”, which will be the unit of operation and administrative assistance for the undertaking of the objectives of the EuroCup. It is understood that all administrative procedures the participating clubs have in relation to their participation in the competition, will be carried out with the Company.

Article 2. Official Season

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

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

3.1. The places in the EuroCup for the 2020-21 season will be allocated following the chart of Appendix I to these Regulations, once the places in the EuroLeague Regular Season have been assigned.

3.2. 24 clubs will play the EuroCup. The clubs qualifying through their domestic championship will be selected according to the final standings in the previous season after the Playoffs.

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

3.3. If a selected club renounces its participation in the competition or does not fulfil the requirements for participating, a vacancy will arise. In this case the Company will decide on the convenience of allocating this vacancy to another club, without any restrictions other than the fulfilment of the requirements stipulated for the participation in the EuroCup, or on not filling the vacancy. However, the possibility of maintaining the licence within the same country will be analysed as a priority by the Company.

3.4. If, after having registered in or having been admitted to the EuroCup, a club renounces its participation, fails to comply with the requirements for participation or withdraws from the EuroCup in any of its phases, it will lose all the amounts it has paid in the registration procedure, if any, and 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.

Article 4. Participants

4.1. The clubs selected for participating must adhere to these Regulations and any future modifications, amendments and derogations thereto and other applicable resolutions.

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

Article 5. 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.

CHAPTER II

Registration of Clubs

Article 6. Requirements for Registration

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

- a) Fulfil the criteria established for the selection of clubs (see Article 3).
- b) Underwriting of the official model of the EuroCup Licence Contract (Appendix III to the EuroCup Regulations, hereinafter these “Regulations”).
- c) Participation in the domestic championship, unless an exception is approved by EP.
- d) Fulfilment of the requirements established in the EuroCup Common Accounting Regulations enclosed as Appendix XIV. Starting from the 2021-22 season, the EuroCup Financial Stability and Fair Play Regulations will apply, including the presentation of a revenue budget of a minimum of 2,000,000 euros.
- 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 XVI 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 XVII.
- g) Payment of the amount of the annual registration fee established by EP, for the annual rendering of services for the organisation of the games of the EuroCup competition that will take place in the arena of the club.
- h) Provision of a security deposit and/or fulfilment of any other financial provision established by EP.
- i) 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.
- j) Provision of documents to demonstrate that the club complies with the requirements set forth by the rules of the game and these Regulations.
- k) Provision of a document to demonstrate the existence of an international airport at a maximum distance of 150km by road from the arena, with enough daily flights to allow the visiting team and referees to have access to the arena without significant disruption to their schedule. Fast high-quality train transport within the area may be exceptionally authorised.
- l) Submission of documents including the Arena Short Form to demonstrate that the club has use of an arena to hold its home games with a minimum capacity for 2,500 seated spectators, including a certificate issued by the competent local authority specifying the maximum all-seater capacity of the arena authorised in basketball format, which is less than a four-hour commercial flight from Frankfurt and with all necessary technical elements duly approved for the game of basketball, as well as all other requirements set forth in these Regulations. Only in exceptional cases, the club may request the authorisation from the Euroleague Basketball CEO to use another arena that replaces the first one in the case that it cannot be used. Both must comply with the provisions of these Regulations. If requested by the Company, the documents that the club submits concerning its arena(s) will require the approval from its league.

The club must also send floor plans of all floors in the arena and the digital photographs of key areas of the arena as requested by the Company, including but not limited to the team bench area, scorer's table area, arena seating area, media in-arena seating area, locker rooms, doping control room, press conference room, hospitality area, and any other areas that have been renovated in the previous two years.

In addition, the club must send photos and videos of the shot clocks and additional game clocks showing how they operate.

- m) Provision of documents to demonstrate the availability of a minimum number of two 4 star hotels within a maximum distance of 25km by road from the arena.
- n) Submission of the Club Pre-Registration Form duly completed, including the club representatives in the EuroCup Clubs Meetings, in all boxes and signed. 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 EuroCup Board and/or any other clubs meeting.
- o) There must be no overdue payables with EP and/or the Company.

Article 7. Period and Procedures for Admission

- 7.1. The period for the clubs to present documents to the Euroleague Basketball office for registration will end on 30 April for their participation the following season. If this day were to be a holiday, the deadline would be the following working day. In the event that on this date it is not possible to register the teams because the domestic competitions have not finished, the Euroleague Basketball CEO may set another date.
- 7.2. The Company may reject the registration of a club in the event that a sanction for not honouring a BAT Award is in force, banning the club from registering new players coming from other countries and/or participating in international club competitions.
- 7.3. The Company will approve or reject the registration of a club once it has been verified that the requirements set forth in these Regulations have been fulfilled.

- 7.4. 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.
- 7.5. The registration will be rejected if the requirements are not fulfilled or when the formal omissions have not been corrected within the given time.
- 7.6. If the club fails to comply with the requirement set forth in Article 6 d), the Company may evaluate its financial situation through an auditing firm.

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

- 7.7. As stated in Article 3.3, should a vacancy become available in the competition, either because of a club's refusal, through the provisions of Article 7.5, or due to a disciplinary sanction, the Company will decide on the advisability of a substitution, and if recommendable, on the appropriate procedure for selecting the substitute.

Article 8. Name of the Team

- 8.1. 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.
- 8.2. 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.
- 8.3. The name of one commercial company at most may appear in the name of the team, without detriment to what is provided in Article 60 that governs advertising exposure on the playing uniforms.

- 8.4. 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 seasons. 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 9. Documentation and Periods

- 9.1.** 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 8 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. Any addition or change in the roster after the registration documents have been completed one week before the start of the season will be computed within the maximum number of players allowed during the entire season. Each individual must sign the registration documents. Within the registration documents, the clubs will include the name and surname of the team members to be used in all public communications, as well as the name or alias to be included on the back of the playing uniform, which may differ from the name featured in their passport. 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.
- 9.2.** 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 minimum of one assistant coach
 - d) One team manager
 - e) A minimum of one doctor
 - f) Additional team followers
- 9.3.** The position of coach, player or team follower will not be compatible with a managerial or executive position in the club, nor with the club representative position at the EuroCup Board.

- 9.4.** 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.

During the Regular Season and Top 16, player additions to the team roster may be made up to Top 16 Round 1. The deadline is the Tuesday immediately prior to each round at 18:00 CET. There is an additional period for player additions to the team roster during the Tuesday immediately prior to Top 16 Round 4, up to 18:00 CET.

During these periods, changes will be allowed until 18:00 (CET) on the Tuesday immediately prior to the round in question.

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

- 9.5.** During the same season, a player registered in the competition may only transfer to another EuroCup club once: during the period between the end of the Regular Season and 18:00 CET on the Tuesday prior to the beginning of Round 1 of the Top 16. To these effects, a club no longer participating in the competition is not considered a EuroCup club.
- 9.6.** 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 illnesses to the Company on the same day that they occur, classifying the cause of the injury or illness, as well as documenting the number of days that the injured or ill player is likely to miss. If injury or illness occurs on a day when the team is scheduled to play a EuroCup 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 illness 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 illness.
- 9.7.** For the other team members included in the registration documents, new registrations or replacements will be allowed until 18:00 (CET or CEST) on the day before the calendar date for the game in question. These deadlines refer to the arrival of the documentation at the Euroleague Basketball office.

- 9.8.** 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 and contact details 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 10. Players

- 10.1.** Only those players who are duly registered with their clubs will be entitled to participate.
- 10.2.** The minimum of 13 registered players applies during the entire season.
- 10.3.** The clubs must submit the following documents through the Euroleague Basketball registration platform:
- 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 together with the appendix to the contract, the model of which is included as Appendix IV to these Regulations, both duly signed by the club and the player.
 - The economic information of each player must be submitted upon registration and either on 30 June of the season or upon termination of the contract (if the contract terminates before 30 June), including the final bonuses paid to each player and, in case the player has left the club, specifying what (if anything) from the original contract has been renounced by the player or club.
 - 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.

- 10.4.** 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.
- 10.5.** A player will not be allowed to play simultaneously for two different clubs, even if they are from different competitions. The exceptions are those players that can play with two teams of different category in their country, in accordance with the internal rules of the domestic championship. In all cases, the player must be registered for the EuroCup competition and be authorised by the Company. When registering the player, the club will provide the documents supporting this circumstance.
- 10.6.** The clubs may register players who are 20 years old and under during the season (U20 players), 1 January being the cut-off date of birth, provided that they abide by what is set forth in Article 10.5, 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 9.4.

Article 11. Coaches and Team Followers

- 11.1.** 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 IV to these Regulations, both duly signed by the club and the head coach.
- 11.2.** Each club must register one team manager and one doctor, who will be considered as team followers.
- 11.3.** The team manager will be responsible for submitting the Authorisation List, as approved by the Company, and the Game List, duly completed, to the Euroleague Basketball delegate at least 40 minutes before the tip-off time of the game.

Article 12. Arena Coordinator

- 12.1.** 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) Maintaining order in the playing court area, requesting the necessary intervention of security personnel before, during and after the game.
 - c) Being the first person of contact for any needs of the visiting team, referees and unified scorers.
 - d) Meeting the doping control officers and accompanying them to the doping control room prior to the game.
- 12.2.** The arena coordinator must be able to communicate fluently in English and the local language.
- 12.3.** 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 meetings.

Article 13. Registration of Coaches and Team Followers

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

The deadline for the registration of the coaches and team followers is 8 September.

Article 14. 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 15. 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 16. 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, the clubs must submit the matter to amicable settlement proceedings under the Mediation Regulation, included as Appendix XI to these Regulations, prior to resorting to any other authority or mechanism of adjudication or settlement.

The dispute of a club registered in the Euroleague Basketball competitions with a player or coach, or with any other club not registered for the Euroleague Basketball competitions, may likewise be submitted to this mechanism on a voluntary basis.

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.

CHAPTER IV

Competition

Article 17. Competition System

24 teams will participate. The competition will be played in five different phases as follows: Regular Season, Top 16, Quarterfinals, Semifinals and Finals.

17.1. Regular Season

17.1.1. Regular Season Draw

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

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

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

17.1.2. System of Play

The 24 teams will be divided into four groups (A, B, C, D,) of six teams each by means of a draw. The draw will take into account the participating countries and the results obtained by the teams in the preceding season. The teams from the same country cannot coincide in the same group, except for the countries with five or more teams in the competition, in which case two teams will coincide in the same group.

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

17.1.3. 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 18.

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

17.2. Top 16

17.2.1. System of Play

The 16 qualified teams will be divided into four groups (E,F,G,H) of four teams each. Each group will play a round-robin format (each team against all the others both home and away). The teams will be placed in their respective groups in the following manner:

GROUP E:

1st Group A / 2nd Group B / 3rd Group C / 4th Group D

GROUP F:

1st Group B / 2nd Group C / 3rd Group D / 4th Group A

GROUP G:

1st Group C / 2nd Group D / 3rd Group A / 4th Group B

GROUP H:

1st Group D / 2nd Group A / 3rd Group B / 4th Group C

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

17.2.2. Top 16 Standings

After each round and at the end of the Top 16, 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 18.

At the end of the Top 16, the top two teams from each group will move on to the Quarterfinals. The rest of the teams will be eliminated from the competition.

17.3. Quarterfinals

The eight qualified teams from the Top 16 will play the Quarterfinals in a best of three games format.

The team finishing in the higher Top 16 place will play the first and, if necessary, the third game of each pairing at home.

Quarterfinal A: 1st Group E vs 2nd Group G

Quarterfinal B: 1st Group F vs 2nd Group H

Quarterfinal C: 1st Group G vs 2nd Group E

Quarterfinal D: 1st Group H vs 2nd Group F

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

17.4. Semifinals

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

The Semifinals will be played in a best of three games format. The team finishing in the higher Top 16 place will play the first and, if necessary, the third game of each pairing at home. In case both teams finished in the same Top 16 place, the team with the highest number of Top 16 victories will play the first and third game of each pairing at home. In case of a tie, the team with a greatest Top 16 goal difference will play the first and third game of each pairing at home. In case of a tie, Article 18.4.1 will be applied to break the tie.

Semifinal A:

Winner of Quarterfinal A – Winner of Quarterfinal B

Semifinal B:

Winner of Quarterfinal C – Winner of Quarterfinal D

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

17.5. Finals

17.5.1. System of Play

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

The Finals will be played in a best of three games format. The team finishing in the highest Top 16 place will play the first and, if necessary, the third game of each pairing at home. In the case that both teams finish in the same Top 16 place, the team with the highest number of Top 16 victories will play the first and third game of each pairing at home. In case of a tie, the team with a greatest Top 16 goal difference will play the first and third game of each pairing at home. In case of a tie, Article 18.4.1 will be applied to break the tie.

Finals:
Winner of Semifinal A – Winner of Semifinal B

The winner of the Finals will be the EuroCup champion.

17.5.2. General Principles

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

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

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

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

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

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

- a) Game and practice schedules.
- b) Benches and locker rooms.
- c) Playing uniform colours.
- d) Accreditation and invitation system for the game and other activities organised during the event.

- e) Use of the Finals logos.
- f) Means of transport (including arrival and departure dates) and accommodation in the host city of the Finals.
- g) Activities that require the participation of the clubs, their players, coaches and representatives.
- h) Requirements of EuroCupbasketball.com 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 Finals meetings.
- k) The necessary security personnel that the home club must provide to guarantee, under the supervision of the Company, the smooth running of the games and ancillary activities.

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

17.6. EuroCup Champion and Runner-Up

The EuroCup champion will earn a one-year EuroLeague licence for the following season. The EuroCup runner-up will earn a one-year EuroLeague licence for the following season, except in the event that the club that had originally qualified for the EuroLeague as EuroCup champion or EuroCup runner-up has finished among the top eight clubs of the EuroLeague standings. In this case the EuroCup runner-up will qualify to play the EuroCup the following season.

The above licences will be granted provided that the EuroCup champion and the EuroCup runner-up fulfil the requirements established in the EuroLeague Bylaws and any subsequent modifications thereto.

17.7. Final Standings

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

First place will correspond to the EuroCup champion. Second place will be occupied by the runner-up. Third place will be occupied by the losing team with most wins in the Semifinals. In case of a tie, it will be resolved by the most wins in the Quarterfinals. Should the tie persist, these two teams will be ranked according to their standings at the end of the Top 16.

Fifth to eighth places will correspond to the losing teams with most wins in the Quarterfinals. In case of a tie, they will be ranked according to their standings at the end of the Top 16.

Ninth to sixteenth places will correspond to the eight teams that played the Top 16, ranked according to their standings at the end of the Top 16.

Seventeenth to twentyfourth 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.

17.8. Non-Completion of the Competition

Should the competition not be completed due to exceptional circumstances, the General Assembly will decide on the final standings of the season, if any.

Article 18. Tie Breakers

18.1. 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.

18.2. 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 18.1.

18.3. 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.

18.4. When establishing the ranking at the end of a round or at the end of a phase of the competition, and when the home advantage has to be determined for the Quarterfinals and there are two or more teams tied in the number of victories, the following will be applied, without detriment to what is provided in the three previous paragraphs (for Quarterfinals, Semifinals and Finals, only games from the Top 16 phase are to be applied):

18.4.1. When the tied teams have not met or they have only done so on one occasion.

- a) Should the tie in the number of victories occur between teams that, being from different groups or not having finished the phase in question, have not faced all the other teams or have met only once, the tie will be resolved, firstly, by the greatest goal difference (score difference), considering all the games played in that phase. If the tie is not entirely resolved, the ranking of those that are still tied will be resolved by the greatest number of points scored, taking into account all the games played in that phase.
- b) Should the tie persist, the goal average (sum of the quotients of points in favour divided by points against) of each game played in that phase will be determined for each team, and the teams will be ranked according to this number, with the team with the higher number being awarded the higher ranking.

18.4.2. 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.

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

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

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

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

CHAPTER V

Calendar, Dates and Times of the Games

Article 19. Calendar

The Euroleague Basketball CEO will determine the official calendar of the competition before each season's Draw. This calendar is enclosed with these Regulations as Appendix II.

Article 20. Dates and Times of the Games and Arenas

20.1. The games will be held on Wednesdays, except for the Quarterfinals, Semifinals and Finals, which will be held on the dates established in the calendar.

20.2. 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.

20.3. 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.

Taking into account the interests of broadcasting, optimising ticket sales and the interest of the competition itself, the Euroleague Basketball CEO may decide that the game will be played on Tuesday.

20.4. 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.

20.5. Under exceptional circumstances, the Euroleague Basketball CEO may designate an alternative arena to hold the games.

Games may not be relocated to an arena in another territory unless authorised by the Euroleague Basketball CEO.

20.6. Tip-Off Times of the Games

- a) All games will begin between 17:00 and 21:30 (local time). 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 and the last round of the Top 16, the Euroleague Basketball CEO reserves the right to schedule all games within the same group on the same day and at the same time (CET). Taking into account the interests of the competition, the Euroleague Basketball CEO may also decide that the games from various groups begin on the same day and at the same time (CET).

20.7. Without detriment to what is provided in the previous paragraphs, the Euroleague Basketball CEO may exceptionally authorise the request for a change of the arena, date or time of a game, bearing in mind the following conditions:

- a) The arena, date and/or time may be changed within the limits established in this article 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. The home club will compensate any additional travelling expenses of the visiting team, officials and IFPC.
- b) A change in date requested by the visiting club will, in all cases, require the acceptance of the home club. The visiting club will compensate any additional expenses of the visiting team, officials and IFPC.
- c) The time may be changed when the visiting club requests this at least 15 days before the game is held. The approval of the home club will be required in all cases.
- d) A request by the home 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. The rights holder will compensate any additional expenses of the home team, visiting team and officials.

- e) 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. The rights holder will compensate any additional expenses of the home team, visiting team and officials.
- f) 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.
- g) All changes will be reported to the other clubs and the media within 24 hours following authorisation.

20.8. 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.

20.9. A game may only be suspended when, due to injury or illness, the club does not have a minimum of eight of the players included on the Authorisation List and fit to play prior to the tip-off of the game. The Company may require or make any ascertainment it deems suitable concerning the diagnosis of the injuries or illnesses.

Article 21. Standard Pre-Game Timing Format

21.1. The arena must be prepared and available for the teams 90 minutes before the game is scheduled to begin.

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

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

	TIME	TIME TO TIP-OFF
Court Available for Teams, Clock Starts	19:15:00	(01:30:00)
Horn Sounds and Teams to Benches	20:38:30	(00:06:30)
Visiting Team Presentation	20:39:00	(00:06:00)
Home Team Presentation	20:40:00	(00:05:00)
Last Warm-Up Period	20:42:00	(00:03:00)
Teams to Bench Area	20:43:30	(00:01:30)
Teams to Court	20:44:30	(00:00:30)
Tip-Off	20:45:00	(00:00:00)

- 21.3.** All pre-game activities scheduled by the club must take place before the team presentation in order to preserve the standard pre-game timing format, the last warm-up period of the teams and the team presentation.
- 21.4.** The clubs cannot alter under any circumstance the last 15 minutes of the standard pre-game timing format without the Company's approval, which must be requested at least 24 hours before the game.
- 21.5.** Clubs must introduce the players in accordance with what is set forth in Article 67. In all cases, the order of the line-ups must be provided to the TV broadcasters no later than one hour prior to tip-off. Only uniformed players are permitted to stand inside the playing court during the team presentations.
- 21.6.** 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.
- 21.7.** 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.
- 21.8.** 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.

- 21.9.** No events or ceremonies will be authorised during the last seven minutes before the start of the third quarter.

CHAPTER VI

Games

Article 22. Rules of the Game

The Official Basketball Rules as approved by FIBA will apply in all games, except for those modifications also applied in the EuroLeague competition, enclosed as Appendix XII.

Article 23. Playing Uniforms

- 23.1.** The player uniforms will be authorised by the Company as stated in Articles 60.3, 60.4 and 60.5.4.
- 23.2.** The home team will wear its main playing uniform unless requested by the Company to wear its reserve playing uniform.
- 23.3.** At all games, the colours of the playing uniforms must be clearly different: as a result, one team will wear a dark colour and the other a light colour. The Company will specify for each game whether the visiting team will wear the main or reserve playing uniforms.
- 23.4.** The visiting team must travel to all games with its main and reserve playing uniforms. If the team is flying, the players must keep them in their hand luggage, along with their socks and shoes.

Article 24. Authorised Persons

- 24.1.** 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. 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.

A minimum of one head coach, one assistant coach, the doctor and a maximum of one team manager will be included on the Game List. As far as the doctor is concerned, the obligation to be on the Game List refers only to home games.

- 24.2.** 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.

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 fifth paragraph of Article 51 establishes a special area available for them to sit.

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.

- 24.3.** During games no other personnel, with the exception of security personnel, can be located between and behind the scorer's table, team bench areas and the seating area along the same sideline.

In addition, one camera from the international feed production company (hereinafter "IFPC") is authorised to approach the team benches only during time-outs and intervals of play between quarters.

- 24.4.** The scoresheet must include all people on the team bench up to a minimum of 10 and a maximum of 12 players plus 10 staff members, all of them included on the Game List. These players must be present, appropriately dressed, must warm-up pre-game and be fit to play.

The clubs must ensure that the players in the best shape available for every game are included on the scoresheet.

Article 25. Anthems

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

Article 26. Beginning of the Game and Game Clock

- 26.1.** The teams may not use any excuse for not holding a game or delaying its start. Any refusal to comply with the referees' order may be considered as failure to appear.

- 26.2.** 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.

Article 27. Suspension of the Game and Preventive Measures

- 27.1.** 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 and in the arena 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 in a different arena, or allowing the referees to take the necessary measures they deem appropriate to guarantee the normal completion of the game.
- 27.2.** In the event of force majeure and in the cases expressly stated in these Regulations, as a pre-emptive measure, the Euroleague Basketball CEO, or the crew chief by delegation of the Euroleague Basketball CEO, will be empowered to suspend the game. The crew chief must immediately inform the Euroleague Basketball CEO concerning the reasons that caused the suspension and the measures adopted.
- 27.3.** In the event that the Euroleague Basketball CEO suspends a game prior to its celebration, he will decide which costs are attributable to each party in case the game is rescheduled to another arena and/or date.

Article 28. Suspension Due to the Absence of Safety Measures

- 28.1.** 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).
- 28.2.** 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 29. Suspension of a Game Due to the Spectators

- 29.1.** 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.
- 29.2.** 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 30. Suspension Due to a Reason Attributable to the Teams

- 30.1.** 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.
- 30.2.** 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 31. Suspension Due to an Unsuitable Arena

- 31.1.** 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.

- 31.2.** 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 32. 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 33. Determination of New Date, Time and Place in Case of Suspension of a Game

- 33.1.** 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.
- 33.2.** 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.

Article 34. Arena Change Due to a Sanction

Should the Disciplinary Judge determine, by sanction, the closing of a club's arena, 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, which will likewise comply with the EuroCup Regulations.

CHAPTER VII

Arenas

Article 35. General Rules

- 35.1.** 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.
- 35.2.** Authorisation to use an arena 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.
- 35.3.** Any arena modifications will require the previous authorisation of the Euroleague Basketball CEO.
- 35.4.** For special games or events, the Company will adapt the requirements for facilities according to specific needs.

Article 36. Playing Court Area

The playing court area must meet the following requirements:

- 36.1.** Basketball playing court: The arena must provide a like-new condition parquet (wood) basketball playing court, duly installed, which must meet the requirements established by the standard DIN 18032-2 / EN 14904. The basketball playing court may have permanent wooden flooring or mobile wooden flooring. It must have an antiglare surface.
- 36.2.** 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. 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.

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.

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.

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 Graphics10a, 10b and 10c. All paintings and varnishes must be matte.

As an alternative to what is set forth in this article, the further boundary line, the centre circle and the restricted areas will be the same Pantone colour, apart from those areas where advertising is placed in accordance with the provisions of Article 63.3 (See Graphic 10b).

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 Graphics 10d and 10e.

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.

Clubs must paint the lines of the playing court before the start of the season.

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

At the request of the Company, the clubs will send a digital design of the playing court, including colours, lines and branding, for approval.

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

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

36.5. Escape Lanes

The space between the basket and the first row of courtside seats along the endlines must include a space for the escape lanes as well as for the under the basket camera and camera operator. The escape lanes will be at least 0.8m in width and 2m in length and will be marked. The camera operator space will be at least 1m in width for a total space of at least 1.8m as shown in Graphics 10 and 13. The size of these spaces may be reduced only with the prior authorisation of the Company.

The surface of the escape lanes will be flat and at the same level as the playing court.

The Company will provide the clubs with the design of the sticker to be placed on the floor to demarcate the escape lanes and the camera operator space.

Article 37. Backstop Units

Each backstop unit consists of the following elements: one backboard, one basket ring with a ring mounting plate, one basket net, one basket support structure and the padding.

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

The clubs are also responsible for keeping the backstop unit elements 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.

37.1. Backboards

The technical characteristics, marking and padding of the backboard will be as established by FIBA.

The backboards must have a protective framework of the backstop unit around the outer edge.

37.2. LED Lights in Backboard

Each backboard must be equipped with red LED lights outlining the inside of the four sides of the perimeter of the backboard to indicate the expiration of time in each quarter or overtime. The red 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.

37.3. Basket Support Structures

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

The basket support structures (including the padding) will lie at least 200cm from the exterior edge of the endline.

The entire backstop unit 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 backstop unit 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. Both lateral surfaces of the backstop unit will also be padded with the same minimum thickness requirements.

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. All padding must be of the same single colour. The colour and design of the padding of both baskets must be identical. The design must be approved by the Company.

Under no circumstances may ceiling-mounted backboards be used. Only floor-fixed or mobile basket support structures are permitted. Once the backstop unit has been adjusted, the top edge of the ring must be at a height of 305cm.

The whole backstop unit will meet the requirements of rigidity and elasticity established by FIBA.

The backstop unit will be suitably installed on the floor to ensure the safety of the players and referees.

37.4. Replacement Equipment

The arena must have one backup backstop unit with the LED lights already installed, for replacement in the event of breakage.

In addition, the arena will also have one backup backboard with the ring and LED lights already duly installed.

The backup equipment must be the same model from the same manufacturer as the one installed.

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

37.5. Rings

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

Rings must be painted before the start of the season.

37.6. 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.

Article 38. Measuring and Indicator Devices

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

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

Article 39. Scorer's Table and Team Benches

39.1. The arena must provide the scorer's table, with a maximum of 10 chairs 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.

39.2. This area will be equipped as follows:

- One colour laser printer, which prints at a minimum of 20 pages per minute.
- Three dedicated high bandwidth internet connections with download and upload speeds of at least 50Mbps, 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 internet connection. 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).
- One laptop with only the authorised software installed.
- Two wide screen computer monitors, 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.

39.3. 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.

39.4. No unauthorised messages or advertising/brands other than Company brands may be displayed on the scorer's table directly or indirectly through product or equipment placement.

- 39.5.** On the same side as the scorer's table and opposite the main TV cameras, there will be a marked area for the 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 immediately behind these areas defined by the marking lines, in a symmetrical form, will be the chairs to be used by the teams, with a length of 9m. The number of chairs in each team bench area will be 17. The bench seats area will be surrounded by a Tensabarrier or similar retractable belt stanchion. If the technical staff wants to be behind the players, the 17 chairs may be distributed in two rows, always respecting the security distance from the spectator seats.

As stipulated in the fifth paragraph of Article 51, four courtside seats will be available for the visiting team for use by its members not included on the Game List, and/or its employees/club members.

Without detriment to the indications of Article 36, the team benches must be located at a minimum distance of 2m from the spectators.

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

Article 40. Electronic Equipment

The arena must have the following electronic equipment correctly installed and working properly, which will be clearly visible from the scorer's table, from the playing court, from the team benches and for any other person involved in the game including the spectators:

40.1. Scoreboards

Two large synchronised scoreboards. They will contain a clearly visible digital countdown game clock with a very powerful acoustic signal to indicate the end of each 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 Company may exceptionally authorise the installation of a single scoreboard when it understands that it meets the conditions of correct visibility expressed in the first paragraph of this article.

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

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

The scoreboards will also indicate the number of charged time-outs.

All the clocks and scoreboards installed in the arena must be synchronised, even those of the centre-hung cube when used also as a scoreboard.

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.

40.2. Shot Clocks and Additional Game Clocks (see Graphic 9)

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

The shot clock and additional game 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 shot clock is prohibited from counting down when the game clock is stopped.

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 nor on the game clock.

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

The arena must have a third four-sided shot clock and additional game clock as backup, which will be identical to those installed.

In addition, there will be two backup shot clocks and additional game clocks to be placed at the left corner of each half court, just off the playing court, in the event of a permanent malfunction of the shot clocks and additional game clocks. Therefore, backup wiring for the backup shot clocks and additional game clocks will be placed at these locations.

40.3. Whistle-Controlled Time System

A Precision Time System 900EK model including latest software updates 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 prior to the start of the season by sending the device and the belt packs to Precision Time System headquarters in the United States of America.

40.4. 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.

40.5. 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 XIII.

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.

40.6. 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. The backup equipment must be of same manufacturer as the one installed.

Any cabling must be covered securely and must not create a tripping hazard.

Article 41. 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 backstop unit, backboard, ring, nets and shot clocks and additional game 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.

The backup personal foul markers must be located underneath the scorer's table.

When determining the floor plan for the seating around the playing court, adequate space will be available to bring the backstop unit on to the playing court, without delay.

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

Article 42. 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 43. Arena Audio Systems

- 43.1. The arena must have a high-quality audio system that is clearly audible from all locations within the arena seating area.
- 43.2. Audio must be of a high quality for voice, music and sound effects.
- 43.3. The arena must have a public address system with a microphone located at the scorer's table for the speaker.
- 43.4. 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.
- 43.5. 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.
- 43.6. 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.
- 43.7. Profanity and explicit lyrics in any language are prohibited (with or without accompanying music) in all arena audio systems.
- 43.8. Clubs will ensure rights clearance in favour of EP for all audio and audiovisual material played in the arena on the occasion of the games.

Article 44. 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.

The arena must have a backup generator installed in case of electrical power failure, guaranteeing that the game can be completed including all minimum elements. Minimum elements are defined as game clocks, shot clocks, scoreboard, scorer's table power, heating, cooling and ventilation systems, internet connection and IFPC equipment.

Clubs may not use any material element (CO₂, paper streams, etc.) whilst the ball is in play or whilst the game clock is running.

Article 45. Lighting

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

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

Article 46. Arena Temperature

The temperature of the arena will be maintained between 16°C and 25°C during games and official practices.

The temperature levels in the playing court area, locker rooms, suites, public concourses, VIP hospitality areas, media areas and all other areas will not vary more than 4°C.

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.

With regard to games, these temperatures are understood to be those when the seating area is occupied. To these effects, the arena must have all necessary systems of ventilation and heating.

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

Article 47. Locker Rooms

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

47.1. Team Locker Rooms

The team locker room will have a minimum surface area of 63m², of which 27m² will be set aside for hygienic and sanitary services.

47.1.1. 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.

- 47.1.2. 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.
- 47.1.3. The locker rooms must be properly ventilated, clean and in first-class condition. All materials used must be washable with water.
- 47.1.4. Adequate average lighting must be provided, as well as an emergency lighting system.
- 47.1.5. The sound level of all possible exterior sources of noise reaching the locker rooms must not exceed 50dB.
- 47.1.6. 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.
- 47.1.7. The locker rooms will have locks and will be properly secured.
- 47.1.8. The announcements made through the public address system in emergency situations must be heard inside the locker rooms.
- 47.1.9. The home team and visiting team locker rooms must be of the same quality standards.

47.2. **Coaches Locker Room**

It is required that the arena has a dedicated locker room for the coaches of each team, with a minimum surface of 21m². This locker room will meet the requirements established for the additional locker rooms.

47.3. Referees Locker Room

The arena will have one locker room for the referees, with a minimum surface area of 27m², of which 6m² are for hygienic and sanitary services.

47.3.1. 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 arena coordinator, the Euroleague Basketball delegate and the referee coach 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.

47.3.2. 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.
- One toilet.
- 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.

- 47.3.3. 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.
- 47.3.4. The locker room will have a lock and will be properly secured.
- 47.3.5. The locker room must be properly ventilated, clean and in first-class condition.
- 47.3.6. The requirements for temperature, lighting and sound level are the same as those of the team locker rooms.
- 47.3.7. The announcements made through the public address system in emergency situations must be heard inside the locker room.
- 47.3.8. Fruits, isotonic drinks and bottled water will be provided to the referees in their locker room.

47.4. **Additional Locker Rooms**

- 47.4.1. 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.
- 47.4.2. The arena will have one locker room available for the Euroleague Basketball representative and/or the Company staff.

47.4.3. 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.
- One toilet.
- 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 48. Medical Facilities

A medical room of an approximate size of 35m² will be designated adjacent to the team locker rooms. It will be equipped as follows on the occasion of games and practices:

- Equipment:
 - Medical emergency bag
 - Waiting room with seats
 - One toilet with a washbasin and a WC
 - Ice machine

- Examination couch 2.40m long and at least 0.60m wide with an adjustable revolving stool and a lamp with a mobile arm
- Chair
- Table
- Hangers
- Cabinet for storing medical material

- Sterilised Surgery Material Essential for Minor Wounds:
 - Gauzes or other sterilised dressings
 - Antiseptics
 - Gauze roller bandages
 - Sterilised cotton swabs
 - Cellulose dressings
 - Suture kit
 - Sterilised incise drapes
 - Suture thread
 - Surgical gloves
 - Immobilisation splints for the upper and lower extremities
 - Compression splints for the upper and lower extremities
 - Plaster bandages
 - Elastic support bandages
 - Adhesive tape
 - Band-Aids (for minor wounds)
 - Local anaesthetics
 - Treatments of burns (silver sulfadiazine creams)
 - Stethoscope
 - Sphygmomanometer

- Essentials for Critical Care:
 - Endotracheal cannulae
 - Laryngoscope
 - Mayo's tube
 - Manual bag-mask resuscitator
 - Plasma expanders
 - Intravenous infusion kit
 - Anti-allergic medication: corticosteroids
 - Cardiorespiratory arrest medication: Adrenaline, lidocaine 5%, atropine, bicarbonate 1 Molar
 - Anti-hypertensive medication: Adalat
 - Bronchodilator medication: bronchodilator sprays (Ventolin)
 - Oxygen bottle with face mask
 - Automated external defibrillator

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

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

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

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

Article 49. Doping Control Room

49.1. 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.

49.2. The doping control room may not be the same room as the medical room mentioned in Article 48.

Article 50. 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.

Article 51. Courtside Seats

Courtside seating is defined as the grouping of seats that is physically separated from the fixed tribune of the arena, beginning with the row of seats that is closest to the playing court and the successive rows that physically form part of one single group or section of seating (provided that these rows are in between the fixed tribune of the arena and the playing court according to the measurements below).

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 10a, 10b and 10c – and along approximately the entire length of each endline, with the exception of the escape lanes on both sides of the backstop unit, as indicated in Graphics 10a, 10b and 10c.

Instead of leaving a space of 3m between seats in the centre, a space of up to 2.5m x 2.5m perpendicularly in front of each free-throw line may be agreed between the Company and the club.

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 backstop unit 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.

In the first row of the courtside seats located along the endline, the home club will reserve the first four seats next to the visiting team bench for use by the employees/club members of the visiting team/club, as shown in Graphic 10.

The visiting team/club must notify the home club of the full names of the employees/club members who will be occupying these four seats no later than its official practice time on the game day.

The clubs must also place four courtside seats on each side of the scorer's table, named bench seats, as shown in Graphics 10a and 10b. It is compulsory that these seats are sold (preferably as full season ticket packages) and occupied for every home game. The club must provide the Company with the information about each of the bench seat ticket holders for approval, prior to the first home game when the ticket is for the entire season, or the day before the game in question when the bench seats are sold on a game per game basis.

Once the club has sold its eight bench seats, it will also be permitted to place four more bench seats behind them (second row) on either or both sides of the scorer's table, as shown in Graphic 10c, subject to the seats fitting the measurements provided by the Company and the club receiving the Company's authorisation for the request to install these seats, which will have been made to the Company well in advance. For this second row of bench seats, it is also compulsory to obtain the Company's approval regarding every single ticket holder.

These bench seats may not be occupied by executives, managers or other club members, nor used as an advertising platform in any way.

The Company reserves the right not to authorise a person to occupy one of these seats or to prohibit the use of the bench seats in case of serious or repeated incidents, without detriment to any disciplinary measures that may be applicable for not complying with any of the requirements set forth in this article.

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.

As set forth in Article 125 of these Regulations, the clubs will be responsible for complying with the Euroleague Basketball In-Arena Code of Conduct included as Appendix VIII, which establishes special provisions for the courtside and bench seat ticket holders, and for any related infringements committed by them. The home club must identify the fans holding a courtside seat or a bench seat who persistently fail to respect the Euroleague Basketball In-Arena Code of Conduct, sharing the full name and photo with the Company.

Article 52. Arena Capacity

- 52.1.** The arena must be all-seater and have a minimum capacity for 2,500 seated spectators. 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.

- 52.2.** 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.

The club may also be allowed to present to the Company a business case for opening one or more standing sections in its seating area. These sections must be provided with safety measures. The

Company reserves the right to reject the installation of any standing section that might be deemed unsafe.

CHAPTER VIII

Safety and Security

Article 53. Safety and Security Measures

- 53.1. The health and safety supervision of all set-up and dismantling works in the arena is the responsibility of the home club.
- 53.2. The Company will provide safety and security guidelines that must be observed by the clubs.
- 53.3. The minimum safety and security measures in the arena will be as follows:
- 53.3.1. The arena will have a public liability insurance policy.
 - 53.3.2. The arena must have a public address system.
 - 53.3.3. The arena must have separate access routes for players and referees from the moment they enter the arena until they reach their locker rooms and the playing court without coming across the public at any time. Vehicular access to and from the arena for the visiting team and referees will always be made available via a secure covered door.
 - 53.3.4. Protective walls behind team benches and the scorer's table, tunnels and nets are prohibited.
 - 53.3.5. 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 black 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 backstop units, must also be suitably protected as stipulated in these Regulations.
 - 53.3.6. The home club will request the visiting club's advice prior to selling tickets to the fans of the visiting team.
 - 53.3.7. Upon request by the Company, the home club must provide the list of accredited personnel no later than 16:00 CET on the game day, including their access rights and, if available, their photographs. The number of individuals with access to the playing court and locker rooms must be justified.

Article 54. Security Personnel

54.1. The club must contract the services of a security company to ensure all the security services. The club will provide adequate uniformed and plainclothes security personnel, in coordination with the competent local authorities, who will be staffed and operate in accordance with the comprehensive safety and security plan.

54.2. To ensure the teams' safety and security, the club may place an appropriate number of uniformed security personnel behind the team benches, who will be seated at their stations, with their main focus on the crowd's behaviour, 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 and intervals of play between quarters, also with their main focus on the crowd's behaviour.

Security personnel will be stationed outside each of the team and referees locker rooms from the arrival of the teams and referees at the arena through to their departure. Security personnel will also be stationed at the locker rooms and playing court during practice sessions. The security personnel must wear clearly numbered vests.

54.3. Dedicated security personnel will be available to accompany the visiting team, complying with its requests at all times.

Dedicated security personnel will be available to accompany the referees, complying with their requests at all times.

54.4. 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 spectators honour the Euroleague Basketball In-Arena Code of Conduct .

54.5. The doping control room will be guarded pursuant to the FIBA Internal Regulations governing Anti-Doping.

54.6. 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.

54.7. 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.

Article 55. High-Risk Games

Should the Company define a game as high-risk, the club will inform the Company regarding the additional safety and security measures planned at least 15 days prior to this game. In the case of Playoffs, these measures will be notified to the Company the same day that the Playoffs game is confirmed.

Article 56. Security Managers

- 56.1.** The club must appoint a security manager to deal with all security issues regarding EuroCup games. The position of security manager or deputy security manager is incompatible with any other position linked with the team.
- 56.2.** 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.
- 56.3.** The security manager is also responsible for the correct implementation of the safety and security plan. The club will provide the Company with the safety and security plan for EuroCup games including the evacuation plan of the arena at least 20 days prior to the start of the competition.
- 56.4.** 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.
- 56.5.** Four days prior to each game at the latest, the security managers of both clubs must share all relevant information (including details of the travel delegation and attendance of any visiting team fans). The club will schedule meetings with the police prior to each of its home games. The visiting club will be invited to participate in the meeting with the police that will take place the morning of the game day. In the case of a high-risk game, an additional meeting(s) may take place. The visiting club's security manager or deputy security manager's attendance at the meeting to be held the morning of the game day and at the game will be compulsory in case of a high-risk game.
- 56.6.** In the case of a high-risk game with no visiting team fans attending, the visiting club must have its security manager or deputy security manager travelling and staying with the team. If the visiting team fans

attend the game, both the security manager and the deputy security manager of the visiting club must travel, and one will stay with their fans and the other will stay with the team 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 of the arena areas will take place immediately before the doors are opened to the public, and again after the game has ended and all visiting team fans have left the arena. 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.

- 56.7.** The Company reserves the right to establish the obligation for the security manager or deputy security manager of the club to accompany the team in every game played as visiting team.

CHAPTER IX

Marketing Regulations

Article 57. EuroCup Brand

- 57.1. Use of the EuroCup name and logo, and the Finals name and logo, whether used separately or together, must comply with the trademark use requirements that are established by EP (which may be amended from time to time).
- 57.2. Use of the EuroCup name and logo, and the Finals name and logo, whether used separately or together or combined with the club logo, as well as the use of logos of various EuroCup clubs, will be subject to all provisions established by the Company (see EuroCup Style Guide enclosed as Appendix X), and to the prior authorisation of EP.

In accordance with the guidelines given in the EuroCup 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 EuroCup logo must appear (“EuroCup logo” means the competition logo provided by the Company). Therefore, it does not require the prior authorisation of EP:

- EuroCup documentation: letter paper
- Backdrops included in these Regulations
- Media promotions and press releases
- EuroCup 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 EuroCup footage, the EuroCup logo will have to be displayed in the corner of the TV screen according to EP's specific instructions.

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

- 57.3.** The EuroCup brand cannot be used in other competitions (EuroLeague, domestic championship, domestic cup, friendly games or any other) unless authorised by the Company.

Article 58. Use of the Club Brands

The Company, EP and the EuroCup partners have, in accordance with the EuroCup 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 EuroCup, including the production, licence and/or sale of EuroCup merchandise.

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.

No change in the team logo will be permitted after 31 July unless it is caused by major force 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 59. Use of the Players Image

The Company, EP and the EuroCup partners have, in accordance with the EuroCup 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 EuroCup and provided that the image of the player appears linked to the club, the player wearing its apparel and footwear, or when the player

participates in public events organised by the club or by the Company.

However, the Company will guarantee that the EuroCup 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 EuroCup partner is conducted only on a regional basis and there are two EuroCup 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 EuroCup 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 60. Player Uniforms

60.1. General Rules

- 60.1.1.** No advertising on the player uniforms will be allowed other than that expressly authorised in this chapter.
- 60.1.2.** No brand entering into conflict with the EuroCup 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”).
- 60.1.3.** The player uniforms must be identical for all the members of the team, and prohibition is made of the use of any element, garment or equipment that fails to comply with the official uniform of the team.
- 60.1.4.** It is not allowed to include any type of logo or brand on the background of the player uniforms.
- 60.1.5.** 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.
- 60.1.6.** Any commercial brand authorised on the player uniforms may be displayed with its original official brand or, as a second option, with its name in English. The club that wishes to use the second option or both during the season will notify the Company prior to the start of

the season. In addition, every time that the language of the logo is changed, the club will inform the Company 48 hours prior the game.

- 60.1.7.** On the occasion of the One Team actions, special branding requirements will be established, as set forth in Article 72.

60.2. Distinctive Marking of Playing Uniforms

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

60.2.1. Front of the Shirt (see Graphic 1)

- a) The number of the player must be at least 10cm high and be situated in the centre and right above the 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 EuroCup logo (“EuroCup logo” means the competition logo provided by the Company) 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 EuroCup logo, except for the logo mentioned in point g) below. The Company will provide the clubs with the EuroCup logo badges that must be applied on the playing uniforms. The badges may not be printed directly on the uniforms.
- e) The One Team logo must be displayed on the upper left part, just below the EuroCup logo, and will occupy a maximum of 2cm in height and 7cm in width (see Graphic 1). No distinctive markings other than the EuroCup logo may appear next to the One Team logo. The Company will provide One Team badges to these clubs.
- f) The club logo may be displayed on the upper right part. The club logo will not occupy more than 25cm².

- g) The manufacturer logo may be displayed on the upper right part of the shirt, below the club logo, but it may be no larger than 12cm².
- h) For the Finals, the clubs may be provided with a unique and special badge that must be displayed on the playing uniforms.

60.2.2. Back of the Shirt (see Graphic 2)

- a) The centre of the back of the shirt must display the number of the player, which will be at least 18cm high. No other distinctive marking may be placed within 5cm of the number of the player.
- b) Above the number, the name of the player will be inserted in upper-case letters on a single line of text that will be a maximum of 6cm in height. The name used for each player on the back of the shirt will 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. This commercial brand will respect the exclusivity granted to the EuroCup partners.
- 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 4cm². Only one element, either the flag or the emblem, may be displayed, and in all cases must be approved by the Company.

60.2.3. Shorts (see Graphic 3)

The following requirements must be met:

- a) The official logo of one commercial brand is allowed on the right side of the front right leg, up to 22cm² in size.
- b) The manufacturer logo is allowed to a size of no more than 12cm² on the left side of the right leg.
- c) The number of the player must be displayed, 10cm high on the left side of the left leg.
- d) The EuroCup logo (7.5cm in height and 5cm in width) must be displayed on the right side of the left leg. The Company will provide these playing uniform badges to the clubs.
- e) No advertising is allowed on the back of the shorts.

60.2.4. 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.

60.2.5. Socks

Players may wear either black or white socks. They are also allowed to wear socks of the same dominant colour as the playing uniform or of two colours, provided that these are the official uniform colours of the club. Both socks must be of the same colour, and all players on the same team must wear the same colour socks.

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

60.2.6. Shoes

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

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

60.3. Main and Reserve Playing Uniforms

- 60.3.1.** All the teams must have two distinct playing uniforms, one of a light colour and one of a dark colour. If the front of the shirt is more than one colour, the back of the shirt must be one single colour, the same as shorts. The club will state which uniform is the main playing uniform, and the other will be the reserve playing uniform. The main and reserve playing uniforms may not be of different shades of the same colour. The clubs are obliged to send to the Euroleague Basketball office a sample of each playing uniform including shirt and shorts 30 days before the beginning of the competition, and then they must be expressly authorised by the Company before going to production. Sending to the Company the design of the playing uniforms in a digital file does not substitute the shipment of the samples. The same steps will apply to all further modifications.
- 60.3.2.** Badges on the names, numbers or logos of the playing uniforms will not be allowed, except for what is established in Article 60.2.

60.4. Modification of the Playing Uniforms

- 60.4.1.** No modification of the colours of the playing uniforms will be allowed after 1 August, 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.
- 60.4.2.** 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.
- 60.4.3.** Only one change in the title or naming or presenting or main partner will be allowed from the beginning of the competition until the end of the Regular Season if 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. Even in this case the prior approval of the Company will be required before proceeding to the change. No more changes will be allowed after the end of the Regular Season.
- 60.4.4.** 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.

60.5. Distinctive Marking of the Warm-Up Shirt

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

60.5.1. Front of the Warm-Up Shirt (see Graphic 4)

- a) The number of the player must be at least 10cm high and be situated in the centre and right above the advertising.
- b) No other distinctive marking may be placed within 5cm of the number of the player.
- c) The advertising space (a maximum of two commercial brands – whether included or not in the name of the team – on a maximum of three lines) will be a maximum size of 16cm in height and 30cm in width.
- d) The EuroCup logo must be displayed on the upper left part and will occupy 7.5cm in height and 5cm in width. In no case may any other distinctive marking appear next to the EuroCup logo. The Company will provide warm-up uniform badges to the clubs.
- e) The club logo may be displayed on the upper right part. The club logo will not occupy more than 25cm².
- f) The manufacturer logo may be displayed on the upper right part of the shirt, but it may be no larger than 12cm².
- g) For the Finals, the clubs may be provided with a unique and special badge that must be displayed on the warm-up shirt.

60.5.2. 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 high, which must be the name of the city exactly as included in the name of the team. If the text is over one line, the inclusion of two lines, each 6cm in height, may be authorised. Only text will be authorised in this area.
- d) The name of the city on the back of the warm-up shirt must be written in Latin characters and in English.
- e) The name of the player on the back of the warm-up shirt must be written in Latin characters, using diacritics when appropriate.

60.5.3. 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.

60.5.4. 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.

Article 61. Other Garments and Equipment

61.1. The following garments and equipment are permitted provided that they do not pose a danger to other players and are the same dominant colour as the playing uniform, as a primary option or, if not, black. All garments or equipment used by players of the same team will be the same colour. In no case may they display any advertising or logo different from that of the manufacturer, club or EuroCup competition:

- 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. Taping

will be skin-coloured, preferably, or either the same dominant colour as the playing uniform or black.

- 61.2.** No other garment or equipment different from that specified in the previous paragraph may be used in the games unless by medical prescription. Their use must be authorised by the Company, following the assessment of the Company's medical officer and the approval from the Company's Competitions Department. To request the authorisation, the medical prescription must be sent to the Euroleague Basketball office by the medical staff of the club within 48 hours before the game. In case of a last-minute need, the club will contact the Company's medical officer by telephone.

Article 62. 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 EuroCup games.

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

Article 63. Courtside Advertising

63.1. General Principles

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

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.

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

Only advertising that is specifically mentioned in this article will be permitted on backstop units.

- a) Only the manufacturer name, logo or trademark is permitted on the backstop unit and with a maximum size of 250cm² (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 competition sticker must be placed on the top edge of each backboard. Both stickers must be in a position suitable for “Slam Cam” TV cameras coverage. The Company will provide the clubs with these stickers.
- c) One logo sticker must be displayed on the lower left corner of each backboard when facing it from centre court. The same logo sticker must be displayed on the lower right corner of the reverse side of each backboard. The Company will provide these logo stickers to the 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 the clubs.
- e) The advertising of only two brands (the same for both baskets) is permitted on the basket support padding. The second brand may be displayed on the two lateral surfaces.

Additionally, the team logo may be placed on the upper part of the front padding. The logo cannot exceed 30cm in height and 30cm in width.

All designs and mockups must be provided to the Company shared with the competition for final approval before 31 August. Any design that has not been first approved by then first, will not be allowed.

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

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

63.3. Playing Court Area (see Graphic 10)

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

- a) Advertising is permitted inside the centre and free-throw circles. The advertising must be the same for both free-throw circles during the entire season and must be painted. In any case, all lines marking centre and free-throw circles must be clearly visible. It is highly recommended that the team logo is displayed in the centre circle area. This team logo may occupy a diameter larger than 3.5m with the prior approval of the Company. In the case that no advertising is being displayed in the centre circle, the team logo must be advertised.

No change in this advertising will be allowed unless caused by the change of the advertised partner, and only if the club is signing an agreement with the new partner for at least two seasons.

- b) The name of the city where the club is registered and which appears in the name of the team 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 10m 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 will be the same colour as the Twitter logo stickers in point e) below.

The name of the city must be legible for TV cameras and may be displayed only once.

The requirements set forth in this point are also applicable when the team plays in a city other than the one in which the team is registered.

- c) One canvas with WWW.EUROCUPBASKETBALL.COM or other EuroCup self-promotion, or one advertising space for the EuroCup 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 backstop unit. The Company will provide the clubs with these canvases.
- d) 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 EuroCup Twitter account will be displayed on the lower side of the right endline. They will be placed facing each other as shown in Graphics 10a, 10b and 10c. These Twitter logo stickers will be the same colour as the name of the city in point c) above. 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.

- e) One advertising space for the EuroCup partners must be reserved on each end of the playing court area, behind the endlines and in front of the backstop units (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).
- f) Two transparent EuroCup (or, in their place, the name and/or logo of EuroCup 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 various phases of the competition if required by the Company.
- g) 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.

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.

- h) For the Finals, the playing court area and all its branding/commercial permitted platforms must remain clean for the exclusive use of the Company. The Company will send a new playing court area layout prior to the Finals games, including the branding elements and the instructions that the clubs must follow. The Company will provide with these branding and commercial elements to be displayed on the court during the Final games.

63.4. Outside the Playing Court Area

- a) It is mandatory that the clubs install an electronic advertising system (LED or LCD) in their arenas, next to the playing court area, for all games. The electronic advertising system will be installed all along the TV cameras coverage, which includes the entire sideline (leaving only the necessary space to gain access to the team benches) and the upper part of the endlines, as shown in Graphic 10. No other type of advertising platform will be allowed in this area. It is also mandatory that all the electronic advertising boards simultaneously display the same image.
- b) All electronic advertising boards must be clearly visible and must be between 80cm and 90cm high. The clubs will inform the Company regarding the characteristics, dimensions and technical specifications of the electronic advertising system in their arenas no later than three weeks before the first game of the competition. The electronic advertising boards will be positioned around the playing court area, opposite the main TV cameras, covering the sideline and the part of the endlines nearest to the team bench areas, forming an inverted U. The boards will be distributed in the following manner:
 - At the endlines, a minimum of 6m and a maximum of 7m 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 minimum of 1.5m wide and a maximum of 3m wide and will be the same on both sides of the scorer's table.
 - 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 53.3.5. 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 Finals, the clubs must make available for EP:

- A corporate animation of the EuroCup or its partners, provided by the Company, must be played in a loop on the electronic advertising boards beginning 10 minutes before the game starts until tip-off. During half-time, this corporate animation must be played, also in a loop, until the beginning of the last minute immediately before the start of the third period.
- 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. 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 necessary time to display the official video of the competition, which the Company will provide to the clubs, on the electronic advertising system. This video must be displayed at the beginning of each quarter, as well as during the team presentation. It will not be counted as part of the 24 minutes reserved to EP. This video will be shown on the electronic advertising system at tip-off.
- e) 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.
- f) It is not allowed to advertise any non-Euroleague Basketball event on the electronic advertising system unless authorised by the Company.
- g) All the clubs that have electronic advertising boards on the opposite side of the team bench area and the scorer's table, as well as along the endlines furthest away from the team bench area, must synchronise the advertising animations displayed along the endlines furthest away from the team bench area with the animations played on the electronic advertising boards mentioned in paragraph a) of this article.
- h) In no case will advertising be allowed in the vicinity of the electronic advertising boards, behind the team bench area, behind the scorer's table, or in any other area within the master camera coverage, except for what is stated in point f).
- i) Advertising on the benches (chairs, cushions, etc.) can be managed by the club but must not interfere with the visibility of the game from the seating area and on TV.
- j) Advertising is also permitted outside the TV cameras coverage and on a video screen, located away from the playing court area. If advertising announcements include audio, they may be run only during intervals of play between quarters or half-time.

- k) The Company will provide the clubs with a playlist including all EuroCup 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. No brand entering into conflict with the EuroCup partners may appear on the electronic fascia boards, except for the title or naming or presenting or main partner of the club.
- l) The remaining advertising is for the club but the Company and EP reserve the right to display banners, boards and others, bearing the EuroCup logo or one of the partners.

63.5. 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 EuroCup or any of its partners already produced and paid for the season by EP and/or the Company.
- d) If a club, for technical reasons, is facing difficulties in placing the advertising of the EuroCup or any of its partners, it will inform the Company at least 24 hours in advance of the game, so that the Company can find a solution.
- e) Any refrigerators by the playing court area must display only the EuroCup 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.
- f) 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.

63.6. Electronic Advertising System Exposure Time Report

- 63.6.1.** 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 that the videos are scheduled to be played.
- 63.6.2.** Within 24 hours after each home game, the clubs must provide the Company with a detailed report documenting the time of exposure received by each of the EuroCup partners appearing on their electronic advertising system. This report must include detailed quarter by quarter information regarding each game.

63.7. Official Ball and Ball Carts

- 63.7.1.** The official ball will be the only one that may be used in the games, and practices and will be supplied by the Company.
- 63.7.2.** The official ball may not be used in competitions, exhibition or friendly games other than the EuroCup, unless it is approved by the Company.
- 63.7.3.** No markings that may be visible in photos or on TV footage will be allowed on the ball.
- 63.7.4.** The balls used in each game must have all branding in proper conditions, without significant deterioration of their original design.
- 63.7.5.** The Company will provide the ball carts and include the EuroCup 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.
- 63.7.6.** 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 64. Merchandise

- 64.1.** EP will be the only entity responsible for the production and/or sale of EuroCup merchandise.
- 64.2.** In no case may the clubs produce merchandise with the logos of the EuroCup, the Finals or any other intellectual property of EP without the prior authorisation of this company.

- 64.3. For the Finals or any other event organised by the Company, only the Company and/or EP may produce and/or sell any type of merchandise regardless of whether or not it includes the EuroCup, the Finals or any other event-related logo.
- 64.4. EP is authorised to use the brands, logos and emblems of the participating clubs, as well as the footage of players and teams from the EuroCup picture database, for producing EuroCup merchandise.
- 64.5. 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.

Article 65. Partnership and Promotion

65.1. General Principles

- 65.1.1. All club partners will respect the exclusivity granted to the EuroCup partners.
- 65.1.2. 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 EuroCup.
- 65.1.3. 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 Finals, where all the advertising platforms are controlled by EP. When the season ends, the exclusivity basis will be the only modus operandi during games according to the EuroCup Licence Contract signed between EP and the clubs.

65.2. Exposure for EuroCup Partners

- 65.2.1. The Company will provide the exact details on how and when the advertising of the EuroCup partners will have to be displayed during games.
- 65.2.2. 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.

65.3. On-Court Promotions and Consumer Promotions

- 65.3.1.** 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.
- 65.3.2.** The on-court promotions conducted by the clubs will respect the exclusivity basis upon which EP defines all its partnership contracts.
- 65.3.3.** The clubs will provide the Company with official balls and official playing uniforms signed by all players, The Company, EP and the EuroCup partners will be allowed to conduct promotions, product displays, giveaways and other activities with the official balls and/or playing uniforms. The Company, EP and the EuroCup partners will pay the clubs the retail price of the requested merchandise.
- 65.3.4.** Under no circumstances may a club conduct any type of promotional activities (for instance, contests) using and/or offering EuroCup Finals 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.
- 65.3.5.** Vehicles above 100kg are not allowed to go or stand on the parquet floor at any time.

Article 66. Promotional Spot and Partners on the Video Screens

The clubs will be provided with the EuroCup promotional spot to be shown on the video screens of their arenas, if available, at least once before the start of the game (during the last warm-up period), and at least once during the half-time of their home games and whenever they consider it appropriate.

The Company will also provide the clubs with a playlist including all EuroCup 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. The Company will be entitled to one third of the commercial inventory on these platforms.

Article 67. Team Presentation

67.1. As set forth in Article 21.2 the team presentation will start six minutes prior to the tip-off time of each game. The presentation of the visiting team will last one minute and the presentation of the home team may last a maximum of two minutes. The visiting team will be introduced first.

The team presentations will be made with low general lighting, provided that this is permitted by the lighting system installed in the arena.

67.2. It is authorised to use an arch for the players of the home team to pass through when announced during the team presentation, under the following conditions:

- The arch can be used only during the home team presentation.
- The arch will be a maximum of 2m in width (50cm per column plus 1m for the area where the players will pass through), and a maximum of 2.75m in height.
- The arch will be placed close to the home team bench.
- The standard team presentation format must not be affected by the presence of the arch.
- Advertising must be the same during the entire season and only one brand is allowed.
- The arch will be placed immediately before the home team presentation and will be removed as soon as the home team presentation is finished.
- The arch will not be visible at any point during the game within the TV cameras coverage.
- The club must send to the Company the arch design (including advertising, if any) for approval at least 10 days prior to the game in which the club wishes to use it.

67.3. All players will be announced by their number followed by their alias, one at a time, and following the order of the number of the players. If the club wishes to establish its own order, it must inform the Company for approval. As players are introduced, they will leave the bench and take their positions on the playing court as shown in Graphic 11, facing the centre of the playing court. The first player to

be announced will stay at the position closest to the bench, while the last player announced will go to the position furthest away from the bench. After the presentation of all players of the team, the head coach will be announced while remaining in the bench area.

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.

67.4. Immediately after the presentation of both teams, the players will greet the opposing team before beginning the last warm-up period.

67.5. During the team presentations the EuroCup presentation video will be displayed on the electronic advertising system. The Company will provide each club with the video to be displayed.

Article 68. Partner List

Twice per season, the clubs must provide the Euroleague Basketball office with a complete detailed and accurate listing of all club partners, no later than 15 September and every time a new partner is signed or removed, 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.

Article 69. Branding for Press Conferences

69.1. 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, as shown in

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

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

- b) A EuroCup branded backdrop must be produced to be used in the mixed zone and on the playing court (transportable backdrop). This backdrop must be produced based on the general design provided by the Company and adapted to each club's required size. The background on the boxes of the backdrop may not be coloured. It must be used in all video interviews conducted by the media before, during or after each game, except in the locker room interviews.

- 69.2. Any modifications of backdrops during the season, due to the signing of an agreement with a new EuroCup partner, are the responsibility of the club. The 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.

Article 70. Press Conference Room

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

Article 71. Tickets

- 71.1.** In order to comply with the commercial agreements of the Company, the clubs will be obliged to provide the Company with 50 complimentary tickets for each of their home games, provided that the Company confirms its need for these tickets 48 hours in advance of the game.

These tickets will be in a preferential area of the sideline seats of the lower seating area, located in a safe seating area, close to the playing court and providing a good visibility of the game.

The clubs will provide the Company with electronic tickets. If a club cannot provide electronic tickets, ticket collection arrangements will be made between the Company and the club. All tickets requested by the Company and provided in an electronic format must be sent at least 24 hours prior to the start of the game.

- 71.2.** Prior to the start of the competition and no later than 31 August, the clubs must submit to the Company at least one map detailing the access points to the arena, the location of the VIP hospitality area(s) and, showing the seating areas in which the Company's guests will be seated, for approval.
- 71.3.** The EuroCup tickets (whether game tickets, season tickets or other types of tickets) must have the EuroCup logo inserted in accordance with the guidelines established by the Company's Brand & Marketing Department.
- 71.4.** EP is the owner of the rights for the ticket sales of the Finals. In no case may the clubs include the tickets and/or a specific seat allocation for the Finals in the season ticket package, or in any other package since they do not have the rights for selling tickets for the Finals.

Article 72. Euroleague Basketball Corporate Social Responsibility Programme

The 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.

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 before the start of the Regular Season. 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 no later than 15 October.

The clubs also have to commit themselves to communication and branding obligations [besides those mentioned in Articles 60.1.7, 60.2.1 d) and e), and 63.2 d)] such as having a specific One Team section on their websites and digital platforms or using the proper One Team branding in different media events.

The clubs will implement the One Team associated measuring and evaluation process in accordance with the instructions of the Company and deliver the global results by 1 April.

Within the One Team General Programme, the Company will organise some One Team actions on the occasion of EuroCup games which will take place during one or two rounds each season. All players, coaches and referees will be encouraged to support these actions.

By the first week of September, the 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 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 One Team ambassadors will be requested to participate in at least two or three of the One Team sessions and to support the One Team actions around EuroCup games, as well as any activities conducted by the club, in order to promote the programme.

Article 73. Exhibition of the EuroCup Trophy

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

CHAPTER X

Media Regulations

Article 74. Media Director

- 74.1.** Each club will designate a person to be responsible for media relations and inform the Euroleague Basketball office of the name and contact details of this person. The media director of each club will also be responsible for maintaining all necessary contact with the Euroleague Basketball office.
- 74.2.** 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.
- 74.3.** The media director must be able to communicate fluently in English.

Article 75. Duties of the Media Director

- 75.1.** 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.
- 75.2.** 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 EuroCup, 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. Upon request, the club will provide the Company with a translation into English of the local press articles.
- 75.3.** On the occasion of all games, the media director must accompany the players and the head coach of their team to the on-court interviews, as well as to the post-game press conference until the end of the event.

Article 76. Arena Access for Media

- 76.1.** The clubs must provide the media covering the game or event with accreditations and arena access totally free of charge. In the case that some type of payment might arise, the home club will be the one responsible for paying it directly to the arena management.
- 76.2.** Only certified journalists working for media outlets that conduct communication activities will be evaluated to obtain a media accreditation. The Company may grant authorisation for accreditations to individuals not meeting the aforementioned criteria.
- 76.3.** The Company will be entitled to submit a list of the media that must be granted accreditations and arena access totally free of charge.
- 76.4.** 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 Communications Department, so that they are informed regarding the exact coverage of the game.
- 76.5.** 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 Code of Conduct.

Article 77. Photographers

- 77.1.** The club must make sure that all accredited photographers will only have permission to take pictures for editorial distribution or sale.
- 77.2.** Space for photographers will be provided behind the endlines at both ends of the playing court area, on the side of the backstop units nearest to the team benches and behind the advertising boards, as displayed in Graphics 10 and 13.
- Under no circumstances may photographers be located occupying the escape lanes, nor blocking the visibility of the electronic advertising system boards.
- 77.3.** The Company accredited photographers, if any, 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 Company accredited photographers will be authorised to circulate freely around the arena throughout the game.

Company accredited photographers will have the right to install remote-control cameras on the backstop units, below the centre-hung scoreboard and at other locations in the arena (subject to the photographers securing their own cameras).

77.4. The clubs will provide power supply and a DSL line 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 one hour and 30 minutes after the final buzzer.

77.5. 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 club assures that all accredited photographers will only have permission to take pictures for editorial distribution or sale.

The club will provide one parking slot for the Company accredited photographers inside the arena, in a comfortable area for them to be able to carry their professional equipment to their area inside the arena.

Article 78. Set-Up of Remote Cameras

78.1. Remote Cameras behind the Backboards

Cameras triggered by remote control can be set up behind each backboard.

Cameras behind the backboards must be set up in a proper way to avoid any interference among them and/or between them and the rest of IFPC's or rights holders' cameras. All the equipment may not stick out of the edges of the backboard.

Photographers' cameras behind the backboards must be powered only by batteries. Power adapters may not be used under any circumstance.

All requests for setting up cameras must be sent to the Company's Communications Department (mediacommunication@euroleague.net and television@euroleague.net) at least 10 days before the game in the case that a camera has to be set up on the backstop unit. Every request must include the name of the person who will do the set-up and the person responsible for the camera. The Company will approve or reject the requests at least five days before the game is played.

The priority order to set up the approved cameras will be the following:

- IFPC's cameras or rights holders' cameras
- Company approved video cameras
- Cameras of the Company accredited photographers
- Camera of the official photographer of the home team
- Camera of the official photographer of the visiting team
- Cameras of the rest of photographers

The maximum number of approved photographers' cameras will be three per backboard.

The set-up of all the cameras must meet all the relevant safety standards, and any necessary safety certificates must be provided. The photographers' installation must always be supervised and approved by the home club.

No cameras overhanging the backstop unit will be allowed.

Each camera must have two magic arms (with magic clamps of the Manfrotto 035 type or similar), one of them holding the bottom of the camera, and the other being fixed at the backstop unit.

To avoid the reflections of the backboard glass in the photos, photographers will use Cinefoil or similar, attached on one side to the periphery of the camera lens and on the other side to the back of the backboard glass with transparent self-adhesive tape.

In all cases, the Cinefoil size must be the minimum possible in order not to obstruct the view of the TV cameras or spectators.

All the materials used to set up the cameras must be black with no glare.

Photographers and IFPC staff members setting up the cameras must leave the court 90 minutes before tip-off. Photographers and IFPC staff members will only have access to the cameras during the first five minutes of half-time and after the end of the game.

The home club will be responsible for immediately removing any camera(s) that do not comply with this article. The Euroleague Basketball delegate or the referees may request the removal of the installation of the cameras in the case that there is a risk related to safety and security.

Any photographer not complying with these rules will immediately have their accreditation revoked and will not be allowed to cover future Euroleague Basketball games.

78.2. Remote Cameras in the Backstop Unit Front Padding Camera Space

In the case the club has a type of backstop unit that makes it possible to install a camera in the front padding camera space, the Company reserves the right to install cameras triggered by remote control in the space made available by removing the padding at the base of each backstop unit front padding.

Photographers' cameras in the backstop unit front padding camera space must be powered only by batteries. Power adapters may not be used under any circumstance.

All requests for setting up cameras must be sent to the Company's Communications Department (mediacommunication@euroleague.net and television@euroleague.net) at least 10 days before the game in the case that a camera has to be installed in the space made available by removing the padding at the base of each backstop unit front padding. Every request must include the name of the person who will do the set-up and the person responsible for the camera.

The Company will approve or reject the requests at least five days before the game is played.

The priority order to set up the approved cameras will be the following:

- IFPC's camera or rights holders' camera
- Camera of the Company accredited photographer
- Camera of the official photographer of the home team

The maximum number of approved cameras in this space is one per backstop unit, with maximum one camera per organisation.

The set-up of all the cameras must meet all the relevant safety standards, and any necessary safety certificates must be provided. The photographers' installation must always be supervised and approved by the Euroleague Basketball delegate.

The camera must be set up when no players are using the backstop unit, and all equipment must remain entirely inside the backstop unit. The space must be covered using a shatter resistant acrylic glass/plexiglass or similar material approved by the Company that is completely aligned with the padding, cannot move should a player or referee make contact with it, and is therefore safe for all participants.

Photographers and IFPC staff members setting up the cameras must leave the court 30 minutes before tip-off. Photographers and IFPC staff members will only have access to the cameras during half-time and after the end of the game.

The home club will be responsible for immediately removing any camera(s) that do not comply with this article. The Euroleague Basketball delegate or the referees may request the removal of the installation of the cameras in the case that there is a risk related to safety and security.

Any IFPC staff member or photographer not complying with these rules will immediately have their request revoked for future Euroleague Basketball games.

Article 79. Media Facilities

79.1. In-Arena Seating and Facilities

At least 50 seats equipped with a work surface (work table or desk) and power supplies must be reserved for journalists, of which at least 15 must be at the same level as the playing court area. All TV stations with rights to broadcast the game, the persons responsible for graphics, TV statistics, etc. will be given preference to use these 15 seats. Should the Company's Officiating Department nominate a referee coach for the game, or should the Company's Communications 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.
- Upon request a telephone and/or a modem line will be installed at the desk of the journalist at their own cost.
- Lighting and power supplies for the media seats must remain open at least 1 hour and 30 minutes after the final buzzer.
- 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 accredited media.

79.2. Media Work Room

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

79.3. Communication Facilities

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

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

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

79.4. Mixed Zone

A secure area of an approximate size of 50m² will be designated outside the team locker rooms, next to the entrance of the team locker rooms, as the mixed zone where the media can talk with the players and coaches, individually, following each game. This area will include the placement of backdrops provided by the Company. Players must attend to the media in the mixed zone.

The media directors of both clubs will coordinate and ensure that all players and coaches interviewed by the IFPC, any rights holders or by the rest of 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 that at least five players meet the media in a suitable location.

79.5. Press Conference Room

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

- a) Head table (speakers' table) (with a minimum of three chairs and two microphones) on a raised platform.
- b) Desks and chairs for a minimum of 30 people.
- c) Audio splitter with at least 10 additional connections.
- d) Raised platform for TV cameras.
- e) Backdrop. It will be placed directly behind the head table. The design and content of the backdrop will be provided by the Company pursuant to what is established in Article 69.1.
- f) The front side of the head table will be covered in accordance with the specifications set forth in Article 70.
- g) Electronic screens are allowed in the press conference room. The home club must inform the Company regarding all the technical requirements of the electronic screens and reserve a space for the EuroCup partners to be inserted in the rotation. All creativities will be provided by the Company.

Article 80. 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 81. Interviews and Other Media Activities

Interview requests that are made by the Company's Communications 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 EuroCup and the Company is English. This is the language that players, coaches and other spokespersons must speak when participating in EuroCup events.

The Company's Communications 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 Communications Department will have the option to conduct at least four special media activities with players or coaches from each team during the season. The Finals 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 Communications 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 Communications 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 EuroCup. 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 EuroCup.

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 EuroCup 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 82. 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 83. EuroCup Digital Platforms

83.1. 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

83.2. Content Requirements

- **Roster pictures.** Each club will have to send to news@euroleague.net high-quality individual pictures of its player(s) (full-body, half-body and headshot pictures wearing the official main playing uniform of the EuroCup and on a white background) before one week prior to the start of the competition. When a club registers a new player within the

season, the club will also have to send the player's pictures no later than three days after the player arrives at 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 Tuesday immediately prior to each round 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.

- Pronunciation guide: An English pronunciation guide including the names of players, coaching staff, executive staff, teams and partners will be provided to the Euroleague Basketball office at the beginning of the season. The club must update this guide every time a new player or coach is registered and whenever required by the Company.
- New player: When a club registers a new player, the club will have to send high-quality headshot pictures wearing the official main playing uniform of the EuroCup 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 picture 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.
- Press Releases: All press releases generated by the Media Department of a club must be sent by email to news@euroleague.net, in the original language and, if possible, with a summary in English. Whenever an announcement is not issued as 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
- Website Cooperation: The clubs are required, when requested, to make available their own website content for use on EuroCup 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 EuroCup 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) Game Pictures: All participating clubs will send or make available through their official website or FTP service at least 10 action photos (five of the home team and five of the visiting team) before the end of the second quarter of each home game to the Company (news@euroleague.net, socialmedia@euroleague.net and mediacommunication@euroleague.net) and to the visiting club. The Company, EP and the visiting club will have the right to use the photos on all their different platforms for promotional purposes and transfer them to all their partners for promotional purposes.
 - b) Post-game quotes, coaches: On each game day, one quote in English from each head coach at the post-game press conference will be forwarded immediately by the media director of the home club to the Company by email. An English audio file of coaches’ comments is also acceptable, but it must be of good enough audio quality to be easily understood and, if not, it must be substituted by a written version upon request.
 - c) Post-game quotes, players: On each game day, 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 EuroCup 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.
- EuroCup Finals: If requested, all EuroCup Finals 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.

83.3. Audiovisual Requirements

The 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, the 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.

The clubs must ensure players and head coaches availability for promotional recordings (interviews, quotes, etc.). The Company's Communications Department will coordinate these activities.

83.4. Official Premium Media Partners

In addition to EuroCup digital platforms, the Company may designate 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.

83.5. Club Partners' Access to Audiovisual Content

The title or naming or presenting partner and the main partner of the club may have access to audiovisual content related to the EuroCup according to the following specifications:

- a) The original content provided by the Company may not be modified under any circumstance and will be used in its entirety, including any commercial brands integrated into the content pieces. No logos, images or additional elements may be added to the original content.
- b) The clubs will be able to produce content for their title or naming or presenting partner and their main partner provided that:
 - Only footage from games in which the club has participated may be used.
 - The partner brand must be clearly linked to the club brand.
 - The Company must approve the final content before it is published.
 - The produced content may not exceed three minutes of length.
 - The content produced may be published only on the club's official platforms.
 - The club will pay the Company for any potential cost related to the production fee if applicable.
- c) The title or naming or presenting partner and the main partner will be allowed to produce video commercials to be published on platforms other than those of the club including competition footage of the club (no more than 30 seconds). The club will pay the Company for any potential cost related to the production fee if applicable.

No partners other than the title or naming or presenting partner and the main partner of the club will have access to any audiovisual content related to the EuroCup.

Article 84. Access to Team Practices for the Media

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

84.2. Home Team

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

84.3. Visiting Team

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

- 84.4.** Each Monday the media director from each club must send the open practice schedule to the Euroleague Basketball office.
- 84.5.** 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.
- 84.6.** A pre-game press conference with the head coach and a player from each team will be held in the arena press conference room, during the afternoon one day prior to the game.

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; news@euroleague.net

Article 85. Recording, Reproducing and Sharing Limitations

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 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.

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.

The media director of the home club will be responsible for ensuring that these practices are conducted according to the regulations stated above.

Article 86. Access to Team Locker Rooms for the Media

- 86.1.** 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 representative 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.

At that time, the IFPC will be entitled to access the winning team locker room on an exclusive basis to record/broadcast the head coach's post-game speech or the players' celebration.

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.

- 86.2.** 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.

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.

- 86.3.** If space allows, all accredited media – and only accredited media – will be allowed to enter both locker rooms.

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

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

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

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.

Article 87. Post-Game Press Conference

- 87.1.** The press conference room will be located in proximity to the locker rooms and the media work room. A press conference with the head coach of the visiting team will begin within a maximum of 20 minutes following the final buzzer. Immediately following the conclusion of this a press conference with the head coach of the home team will start (the head coaches will attend to the media separately). The press conference times will not affect the opening of the team locker rooms.

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. Coaches and players may appear wearing team apparel.

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.

- 87.2.** Without prejudice to the head coaches' and players' obligation to meet the media in the press conference room, mixed zone and locker rooms, the head coaches and players must also be available to talk to the IFPC and rights holders on the playing court, for flash interviews, immediately after each game.
- 87.3.** The coordination work for the correct functioning of the press conference and locker room policy will fall upon the media director of the home club.

- 87.4.** 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.
- 87.5.** 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.
- 87.6.** 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.
- 87.7.** The post-game press conferences will be entirely broadcast live on YouTube or on any other platform that is free and accessible for users internationally and that stores the press conference at least until the end of the season, as approved by the Company. The URL address of the press conference will be sent to the Company (by email to mediacommunication@euroleague.net, news@euroleague.net and socialmedia@euroleague.net) no later than two days before the game.

The Company reserves the right to embed the press conferences on EuroCup digital platforms and on the website of the official premium media partner from each territory.

- 87.8.** It is mandatory to use a static image when the stream starts, between coaches' appearances and at the end of the press conference.

Mobile phone recording in vertical orientation is not allowed. The camera frame must never exceed the official backdrop from any of the four edges.

The press conference coach will always be placed in the centre of the frame. If the coach, media director and/or interpreter are at the speakers table, they can all appear in the frame as long as prominence is provided to the coach.

The camera should be placed on a tripod to avoid any movement or vibration, providing total stability. The view of the camera may not be obstructed by any object or person.

The audio feed used on the stream should come directly from the table microphones.

Article 88. 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.

CHAPTER XI

Digital Content Regulations

Article 89. Digital Manager

- 89.1.** The clubs are required to appoint a person responsible for the development, coordination and management of all the digital projects of the club and the EuroCup. 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.
- 89.2.** The digital manager must be able to communicate fluently in English.
- 89.3.** The first day of each month (from October to June), the digital manager of the club must send by email to digital@euroleague.net a full report related to all the digital activations. In particular, the report will need to include:
- Full analysis of any EuroCup promotional campaign (related to EuroCup 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.

- 89.4.** 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 90. Online Requirements

- 90.1.** The clubs must have an official website with information regarding the club, including:

- Name of the arena
- Official address of the arena
- Official phone number of the club
- Official social media platforms

The website of the club, including its online ticket sales platform, must have an English language version.

The clubs must display on the home page of their website a link to the EuroCup website.

- 90.2.** The clubs must make available two advertising spaces (web banners) for promotional use on the home page of their official websites, which may be requested by the Company. The clubs must inform the Company regarding the available advertising spaces, their sizes and allocation no later than 31 August each season.
- 90.3.** The clubs must collaborate in all the Company's campaigns and promotions of products and services through their online platforms, including but not limited to their official websites and social media platforms, by means of the regular promotion of these campaigns, products and services.

Article 91. EuroLeague TV Promotion Requirements

The clubs must actively participate in the promotion of the Company's central OTT (Over The Top) product, EuroLeague TV.

Social Media Channels: the clubs must promote the EuroLeague TV product through all the social media channels that they manage (Twitter, Facebook, Instagram, YouTube, etc.). The promotion will be in the local language or in English according to the club's preference.

Additional Website Section: the clubs are required to insert on their website a permanent link to EuroLeague TV visible on the top of the page next to the EuroCup game schedule.

Article 92. 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 93. Social Media Regulations

93.1. 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.

93.2. Respect

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

Respect must also be shown to referees, the Company and its staff members and any other entities related to the EuroLeague and/or the EuroCup.

93.3. 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. The clubs are also obliged to monitor their respective fanbase online content and will internally report and manage any inappropriate social media content, and follow the respect protocol as per Article 93.2.

93.4. 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. The Company is permitted to contact players, with the approval of media directors, regarding the use of new social media channels and tools in the best interests of both parties.

93.5. Brand

It is not allowed to modify the logos, name or image of the EuroLeague, the EuroCup and/or their partners, including but not limited to, deforming hashtags or the communications of the competitions (e.g. #idontfeeldevotion).

93.6. Confidentiality

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

93.7. Promotion of Activities

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

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

The clubs will prevent their staff, including players and coaches, from performing these actions.

93.8. 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 Finals activities are not included in this count.

93.9. Official Accounts and Platforms

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

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.

93.10. Social Media Guidelines

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

CHAPTER XII

Audiovisual Regulations

Article 94. Definitions

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 EuroCup 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) “Home team rights holder”: any rights holder that has acquired the audiovisual rights from the home team’s territory.
- c) “Visiting team rights holder”: any rights holder that has acquired the audiovisual rights from the visiting team’s territory.
- d) “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 95. TV, Mobile and Internet Rights

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

EP will be entitled to assign, grant, license or transfer the audiovisual rights to any third party, exclusively or not, and under the terms and conditions that it deems appropriate, without obtaining the prior consent of the club for this purpose.

In no case will the clubs be allowed to stream the footage of the entire game in a rerun or delay basis on any social media, TV channel website or the club’s website. In this regard, the club is only entitled to publish a maximum of 90 seconds from each single game on these platforms using footage of the official highlights provided by the Company without any modification.

Article 96. TV

96.1. Audiovisual Rights and Footage

96.1.1. 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.

96.1.2. 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.

96.1.3. 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.

96.1.4. All media (including TV broadcasters) associated directly with the clubs will be considered as non-rights holders as detailed in the EuroCup TV Broadcasting Manual, 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 and footage related to the games, free of charge and through an online platform, 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.

It is forbidden for all non-rights holders to record, reproduce and/or share on any platform any footage inside the arena from 30 minutes before the tip-off time until 10 minutes after the end of the game.

96.1.5. Clubs will be allowed to stream live the pre-game and the post-game shows only on their own digital platforms including their official websites and their social media channels.

In no case will the clubs be allowed to broadcast or stream any live footage of the game within the period comprised between tip-off and the end of the game. Any stream must be stopped before tip-off and may only be resumed after the final buzzer on the understanding that no game action is allowed.

Clubs will not be allowed to use the live international feed produced by the IFPC.

If the clubs require using footage from previous games from the season, they will inform the Company in advance for approval according to the existing broadcast agreements in each territory.

A commercial brand may be included in each pre-game and post-game show. This brand will be the same across the season (one for pre-game and one for post-game, or the same brand for both). These commercial brands cannot imply that they are associated with or endorsed by the EuroCup, the broadcast or the broadcaster themselves.

In the event that the club makes use of this right, it must inform the Company in advance and provide details on the format, platform and commercial brand.

96.2. Club Duties in Relation to Game Broadcasting

- 96.2.1.** The home club will provide a parking area for up to three mobile TV production trucks, one OB van and one satellite uplink truck. This TV compound must be provided on the arena floor level, on the same side of the arena as the main TV cameras.

The TV compound area must have adequate power (minimum of 3000 amp; 3 phase), the exact specifications of which will be determined by the IFPC or the Company, which must inform the home club. All costs relating to the primary power – hook-up, use, disconnect – must be covered by the arena or the home club.

Access to each game venue, for the IFPC and any rights holder with personalisation facilities will be provided free of charge beginning 24 hours prior to each game. There will be no fee or facility charge whatsoever for the provision of access for the IFPC and any rights holder with personalisation facilities as required herein, including any fee for the home club, the home club's arena, the owner or operator of the arena or any other party (should there be any fees or charges, these must be paid solely by the home club). In addition, there will be no fee for power, backup power, arena lighting, water, use of pre-wired cables or other supplies necessary to ensure a high-quality TV production as provided herein.

Additionally, 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.

- 96.2.2.** Only the IFPC's cameras will be permitted to shoot the time-outs and intervals of play 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.
- 96.2.3.** 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.
- 96.2.4.** The clubs will fully cooperate in helping the IFPC place TV cameras included in its camera plan (see Graphic 13a 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 backstop units. The clubs will always help find the best location available for both the required and optional cameras that the IFPC may opt to use. 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.
- In addition, and apart from what is established for the IFPC, the clubs will cooperate to place any camera from the Company, any rights holder or any other partner as requested by the Company.
- 96.2.5.** 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.
- 96.2.6.** 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.

- 96.2.7.** 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.
- 96.2.8.** The Company will provide a unified and standard protocol to synchronise the game clock and the shot clock and additional game clock with the TV graphics. The clubs must be responsible for guaranteeing that their timer makes the necessary changes and arrangements to follow the mentioned standard protocol.
- 96.2.9.** The clubs, the rights holders and the non-rights holders must fully comply with the requirements established in the EuroCup TV Broadcasting Manual approved by the General Assembly and any future modifications.
- 96.2.10.** When required, the clubs must provide the Company and EP with a quiet room inside the arena with an adequate and minimum space to hold meetings and interviews the day before the game and the game day.

96.3. Club Obligations in Relation to Editorial Contents

The footage shot inside the arena on the occasion of all EuroCup games will be the following:

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 86.3.
- 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.

96.4. Interviews by the IFPC on the Occasion of Games

96.4.1. Pre-Game: 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 in front of a branded backdrop.

96.4.2. Half-Time: 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.

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.

These players' and head coaches' interviews will not be in front of any branded backdrop.

96.4.3. Post-Game: 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 TV interview area (flash zone). For this purpose, when the game is finished they have to go straight to the flash zone.

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.

96.5. Player Information for the International Feed

The home club and the visiting club will provide the Company with the provisional rosters at least three hours before the start time of the game.

CHAPTER XIII

Other Obligations of the Clubs

Article 97. 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, except for the Security Manager:

- General Manager
- Marketing Director
- Sports Director
- Finance Director
- Media Director
- Ticket Sales Director
- Security Manager (in a full-time, part-time or adviser position)
- Digital Manager

The individuals holding the aforementioned positions must be able to communicate fluently in English.

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.

The club will also provide the Company with an organisation chart with names and official job titles for every single person working in the club no later than 30 September.

Article 98. Practices and Other Games

- 98.1.** 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.

- 98.2.** 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.
- 98.3.** Should a team wish to have a closed practice or walk-through before a game, it must be completed at least five hours prior to the tip-off time so that the host broadcaster and all other media will have the necessary time to set up for that particular game. If the playing court is available, open practices may continue in the five hours prior to the game. The clubs must comply with the request from the host broadcaster and the rights holders, when applicable, to gain access to their commentary positions no later than two hours prior to each game.
- 98.4.** For all visiting team practices the home club must provide the game clock, shot clocks and additional game clocks and the respective consoles.
- 98.5.** Under no circumstances will other games, practices or activities take place on the same playing court the day of the game.
- 98.6.** Any activity to be implemented for the preparation of the game, even those included in the security plan, must be scheduled so that the teams' practices are preserved and the broadcasting set-up can be carried out in the appropriate conditions. The club will inform the IFPC when the bomb sweep will be implemented and its duration at least the day before the game in the morning.
- 98.7.** Once the practice open to media finishes, the team practices may neither be recorded nor watched by any person not authorised by the

respective team. All non-essential closed-circuit television cameras will also be turned off during the visiting team practices.

Article 99. Medical Services

99.1. 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
- Long extra adjustable crutches
- Walker boot
- Lightweight folding wheelchair
- Knee splint
- Ankle brace
- Soft cervical collar
- Hard cervical collar

The Company may update from time to time the medical equipment and medication as well as the athletic training material established in

this article and in Article 48, and will provide a list of the minimum medical equipment with which teams must travel.

99.2. The team doctor must maintain an updated vaccination record for all players.

99.3. The Company will provide the standard minimum medical tests (including the anti-doping test) to be performed prior to the signature of the contract for new players, and during the pre-season for all other players.

99.4. Medical Assistance to 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.

99.5. Medical Information Among Clubs in Case of Players on Loan

In case of a player on loan between any two Euroleague Basketball clubs, all injuries and illnesses including the treatment plan must be communicated immediately to the club where the player is under contract.

Article 100. Referees and Euroleague Basketball Delegate Accommodation

The Company will book and pay for the hotel in which the referees and Euroleague Basketball delegate will stay for a maximum of two nights. Accommodation will be provided on a bed and breakfast basis in a 4-star hotel, with Wi-Fi access in rooms also included. The hotel must be the same for all games during the season, with neither the home nor the visiting club permitted to stay or eat in the same hotel.

Article 101. Team Attendants

Four team attendant rebounders per team must be minimum 14 years old and available for each team 90 minutes pre-game as well as during half-time to rebound and pass the ball to the players.

Team attendant sweepers must be minimum 18 years old. One team attendant sweeper will be sat adjacent to the escape lane at each backstop unit, 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.

Article 102. Shoe Grip Traction Boards

Shoe grip traction boards must be placed off the playing court area. Towels are not allowed to be used for the same purpose as the shoe grip traction boards.

Article 103. Technology

- 103.1.** The use of any electronic device that receives any type of signal during the game in the team bench area for coaching purposes is prohibited. These devices include TV monitoring, replay, computers, tablets, mobile phones and smart watches, among others. Clubs are prohibited from using these devices anywhere outside the team bench area and then communicating information to the players, coaching staff or team followers during the game.
- 103.2.** Only wearable technology that has been previously authorised and validated by the Company as part of a EuroCup-wide business initiative, always on a trial basis, may be used by players in games.

Article 104. 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 105. Recording of the Game

- 105.1.** The home club must provide five USB Flash Drive (MP4format) 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.
- 105.2.** The clubs will request authorisation from the Company for the use of any camera to record the game. If granted, the home club will authorise access to the main TV platform of the arena.

Article 106. Public Address System and Acoustic Elements

- 106.1.** 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.
- 106.2.** Its use is only authorised when the game clock is stopped and under the following conditions:
- 106.2.1.** 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.
 - 106.2.2.** 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.
 - 106.2.3.** 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.
 - 106.2.4.** The public address system may also be used for promotional actions during time-outs and intervals of play between quarters.
- 106.3.** Without prejudice to what is established in Article 106.1, during the games music may only be played through the public address system in time-outs and intervals of play between quarters. 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.
- 106.4.** 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 107. 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.

The use of smoke is not allowed inside the arena, not even during the team presentation.

Article 108. 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 to the club/city only in the case that it fits in the maximum number of characters available.

Article 109. Entry Visa Application

109.1. 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.

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

Article 110. Duty of the Clubs to Provide Information

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

The visiting club will inform the home club in advance of the identity of the travel party, for the latter to be properly identified, accredited or seated for the game.

110.2. The home club will send to the Company's Communications Department the schedule of both teams' practices, the 15-minute practice access for media and the pre-game press conference.

110.3. Ticketing and Attendance

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

110.3.2. The clubs must provide the Euroleague Basketball office with an accurate completion of the Euroleague Basketball Attendance Reporting Form for all EuroCup home games, in accordance with the specific directives and procedures that the Company will establish (Appendix IX 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 IX. This form is available at the link:
<https://events.euroleague.net/attendance/index.do>

The Company may periodically modify this form.

- b) The form must be submitted online by each club to the Euroleague Basketball office no later than 48 hours after the completion of each EuroCup game or any date and time specifically indicated by the Company.
- 110.4.** The clubs must provide the Euroleague Basketball office with the digital version of all media, marketing and business materials that are utilised in the course of their business.
- 110.5.** 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.
- 110.6.** The 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 111. Video Screens

- 111.1.** A giant video screen may be installed in the arena, outside the coverage of the TV cameras. Apart from other reproductions for advertising or promoting basketball, live footage of the game being played and game action replays may be shown on the video screens of the arena. In no case will the teams be shown during a time-out. 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 negatively alter the emotional state of the spectators or to incite violence.
- 111.2.** It is not allowed to use the video screens to distract players during a game, including but not limited to during free throws.
- 111.3.** 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.

- 111.4.** 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 112. Company Equipment Maintenance

- 112.1.** The clubs must maintain in a good condition any equipment provided by the Company for a minimum of seasons defined previously by the Company. 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.
- 112.2.** Should a club lose the right to participate in the EuroCup for the following season, it will either return all equipment to the Euroleague Basketball office, or forward it on to another organisation as requested by the Company at the club's expense.
- 112.3.** If a club does not return the equipment or returns it damaged, it will be responsible for the relevant cost.

Article 113. 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 114. Meetings

It is compulsory that the club members attend the meetings and any other events to which they are called to attend.

Article 115. Club Cooperation

- 115.1.** Clubs and their players and coaches must cooperate with the Company and EP in any action aimed at improving the competition.
- 115.2.** A minimum of two players from the home team should attend the VIP room designated by the club VIP room after each home game for a Meet & Greet session with the VIP fans. The players should arrive to

the designated VIP room within 30 minutes after the end of the game. The Meet & Greet session should last a minimum of 15 minutes.

The home club should be responsible for the rotation of players rotation in order to ensure that all of them will go through this process.

Article 116. Club Agreements

The Company may require the club to present its contracts in force.

CHAPTER XIV

Statistics

Article 117. Unified Scorers

117.1. Each club will register the unified scorers manager through the Euroleague Basketball registration platform, and a maximum of 10 additional unified scorers that will work at EuroCup 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.

When registering 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 list of five unified scorers nominated for each game must be sent to the Company before the start of each game.

The unified scorers must pass an English evaluation test implemented by the Company before the start of the competition.

117.2. The registered email address must be individual for each member of the unified scorers crew.

The minimum age to be registered as a unified scorer is 16. In case of minors, the unified scorer will provide an authorisation of their parent/legal guardian.

117.3. Each club will make sure that the unified scorers are nominated for its home games, that they are of the required standard and that they speak English fluently. The club will be responsible for their performance and behaviour. In the case that the Company considers that they are not of the required standard, the Company will assume the responsibility for this matter, and any related costs will be covered by the home club.

117.4. 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.

117.5. The unified scorers crew will consist of the data entry scorer, timer, shot clock operator, caller/backup 1 and caller/backup 2. The registered data entry scorer and callers/backups will pass an online statistics criteria test at the discretion of the Company.

The Company will determine the members of the unified scorers crew that must attend the Pre-Season Unified Scorers Meeting.

117.6. The unified scorers will have to strictly follow the Unified Scorers Manual for Euroleague Basketball Competitions enclosed as Appendix V, 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.

117.7. The clubs will distribute the statistics to the media immediately following the end of each quarter of the game and overtimes if any.

117.8. 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.

117.9. The use of headphones is not allowed for the unified scorers.

117.10. The arena must have one individual locker with a key for use by each one of the unified scorers and the Euroleague Basketball delegate.

Article 118. 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 39.

The clubs must follow the Euroleague Basketball Digital Scoresheet Manual that will be provided by the Company before the start of the competition.

Article 119. Use of the Live Statistics

119.1. The clubs may use at no cost, except for the reimbursement of the Company's direct out-of-pocket costs (if any), the live statistics of the EuroCup games of the season as provided by the Company's official games live statistics provider for informational purposes only.

119.2. This authorisation is valid under the following terms and conditions:

- a) The live statistics of the EuroCup games must be used as provided, without being altered or modified in any way.
- b) The produced material containing the live statistics of the EuroCup games (if any) may not have a commercial use under any circumstances and may be distributed on the club's official platforms for informational purposes only.
- c) All use of the live statistics of the EuroCup games will be directly related and connected to the EuroCup, and the club will refrain from making any use that may damage the image of the Euroleague Basketball competitions or any of their participating clubs, in which case the club will be solely liable.

The Company has the right to withdraw this permission (in its entirety or on specific platforms) at any time and at its own discretion without the club being entitled to claim for any type of compensation.

CHAPTER XV

Referees

Article 120. Referees

The rules and procedures that will be applicable to all the referees and referee coaches that participate in the EuroCup will be those established in the Euroleague Basketball Officials Regulations.

Article 121. The Company will inform the home club when 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 within the media in-arena seating area.

CHAPTER XVI

Euroleague Basketball Representation

Article 122. Accreditations

The Company has the right to request the delivery of accreditations to all of its staff members, representatives and Euroleague Basketball delegates who are required to attend the games. These accreditations will allow admittance to all areas of the arenas. The home club will be responsible for delivering them for each game.

Article 123. Representatives

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

Article 124. Euroleague Basketball Delegate

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

CHAPTER XVII

Code of Conduct

Article 125. Euroleague Basketball In-Arena Code of Conduct

- 125.1.** The compliance of the Euroleague Basketball In-Arena Code of Conduct included as Appendix VIII is compulsory for all EuroLeague games.
- 125.2.** Clubs may add in the Euroleague Basketball In-Arena Code of Conduct any provision applying specifically in their arenas, which in no case may contradict those already established. The Company must be informed of any additional provision that the clubs may add.
- 125.3.** Clubs will be responsible for the implementation of the Euroleague Basketball In-Arena Code of Conduct, for any related infringement committed by any person in the arena, and for taking the necessary measures to ensure the compliance with this code.
- 125.4.** Clubs must inform all individuals in the arena about the Euroleague Basketball In-Arena Code of Conduct before selling them any kind of ticket or providing them with an accreditation, and upon their entrance to the arena.
- 125.5.** Clubs must inform all individuals in the arena about the possibility for them to notify the home club of any infringements to the Euroleague Basketball In-Arena Code of Conduct through the online Code of Conduct Reporting Hub (<http://inform.euroleague.net/en/>)

CHAPTER XVIII

Doping Control

Article 126. General Rules

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

Article 127. Applicable Rules

127.1. 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.

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

CHAPTER XIX

Financial Regulations

Article 128. Responsibilities of the Clubs

- 128.1.** Each club will be responsible for its own travelling and accommodation expenses derived from its participation in the EuroCup.
- 128.2.** The home club will receive all the revenues generated on the occasion of the EuroCup games in its arena, except those revenues whose management could fall upon the Company according to the resolutions of the Company.
- 128.3.** 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.
- 128.4.** The referees fees and expenses derived from travelling and accommodation, as well as any other expenses approved by the Company, will be paid by EP in accordance with what is set forth in the EuroCup Administrative Procedure Regulations.

Article 129. Audiovisual and Marketing Rights

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

Article 130. EuroCup Common Accounting Regulations

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

Starting from the 2021-22 season the EuroCup Financial Stability and Fair Play Regulations (Appendix XV) will be applied in replacement of the EuroCup Common Accounting Regulations.

CHAPTER XX

Communications

Article 131. 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 clubs will have 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 Chapter X.

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 132. Original Documents

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

Article 133. Language

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

CHAPTER XXI

Key Dates

Article 134. Key Dates

The following list summarises the main deadlines included throughout the EuroCup Bylaws with regard to the administration of the EuroCup:

- Within May* Clubs submit the documents for their registration
- 1 July* Season begins.
- 31 July* Clubs provide colour-coded seating map to Company.
Clubs provide the contract with the owner/management of the arena.
- 31 August* Clubs provide access map for guests.
Clubs provide web banner technical specifications to Company.
Unified scorers registered.
- 8 Sept.* Clubs submit documents for the Team Registration: Minimum 10 players registered.

Registration of coaches and team followers.
- 15 Sept.* Clubs provide list of partners to Company.
- 30 days before the start of the competition:* Clubs provide sample of the playing uniforms and warm-up shirt for approval.
- 20 days before the start of the competition:* Clubs provide safety and security plan.
- 22 Sept.* Minimum 13 players and all team members registered.
Maximum list of 20 players per season starts counting.
- 30 Sept.* Clubs submit the basket support padding design.
- 17 Dec.* Players registered in the EuroCup become eligible to register for another club.
- 29 Dec.* Players registered in the EuroCup wishing to register for another club deadline.

- 19 January* New player registration deadline.
- 15 March* Clubs provide list of partners to Company.
- 30 April* Clubs submit registration documents for next season's participation.
The Company may set a later date.
- 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.

For the purposes of Article 10.6, the cut-off date of birth for the U20 players for the 2020-21 season will be established to 1 January 2001.

CHAPTER XXII

Unforeseen Circumstances

Article 135. Unforeseen Circumstances

Any matters not provided for in these Regulations, such as cases of force majeure, will be decided by the Euroleague Basketball CEO. These decisions are to be ratified by the governing bodies of the competition.

ADDITIONAL PROVISION
Exhibition, Preparation or Friendly Games

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

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

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

The 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, their players and/or coaches 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 the Company and/or EP and this third party.

TRANSITORY PROVISIONS

FIRST TRANSITORY PROVISION

Courtside Advertising – Advertising in the Team Bench Area

To be applied during the 2020–21 season only

Two advertising stickers (the same for both positions) may be displayed in front of each of the team benches within the area delimited by the further boundary line as shown in Graphic 10.

- The stickers must be transparent. No coloured backgrounds in the design will be allowed.
- The advertising must be the same for the entire season.
- The advertising will consist of corporate logos of club partners only (no other symbols, messages or sub-logos may be displayed).
- The logos must be displayed in 2D.
- The advertising stickers will be a maximum of 3m in width and 1.5m in height and must be placed starting at 2m from the endline, as shown in Graphic 10.
- The clubs will be responsible for their production and placement.
- 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.
- All designs and mockups must be provided to the Company for approval before 31 August. Any design that has not been previously approved by then will not be allowed.

SECOND TRANSITORY PROVISION

Courtside Advertising – Advertising in the Lower Endline Area

To be applied during the 2020–21 season only

During the 2020–21 season, the following will be applied instead of Article 63.3.d)

Two advertising stickers (the same for both positions) may be displayed on the lower side of both endlines. They will be placed facing each other, as shown in Graphic 10.

- The stickers must be transparent. No coloured backgrounds in the design will be allowed.
- The advertising must be the same for the entire season.
- The advertising will consist of corporate logos of club partners only (no other symbols, messages or sub-logos may be displayed).
- The logos must be displayed in 2D.

- The advertising stickers will be a maximum of 5m in width and 1m in height and must be placed starting at the height of the lower sideline, exactly as shown in Graphic 10.
- The clubs will be responsible for their production and placement.
- 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.
- All designs and mockups must be provided to the Company for approval before 31 August. Any design that has not been previously approved by then will not be allowed.

THIRD TRANSITORY PROVISION **Arena Advertising – Seating Area**

In the event that local governments and/or health authorities decree that spectators are not allowed to enter the arena during Euroleague Basketball games due to the COVID-19 outbreak, the clubs will be authorised to take some of these actions in order to dress and brand the arena seating area:

1. The seating area may be covered with a canvas under the following regulations:

- If there is an impossibility to cover the whole arena seating area, those areas located within the TV master camera shot (TV U) must be prioritised.
- The background of the canvas is recommended to be of a plain colour. This colour must be one of the two main colours of the team. In the case that a club wants to use the two main team colours as a background, the design must be provided to the Company for approval. No colours other than the two main team colours will be allowed.
- A lockup logo (composite logo) formed by the team logo and the EuroCup logo must be placed in the central part of the canvas with a prominent size in relation to the rest of the elements.
- A corporate claim/motto of the team may be included in the design of the canvas.
- The placement of partner logos in the design of the canvas will be permitted under the following regulations:
 - A maximum of four club partner logos will be introduced.
 - A maximum of two logos of EuroCup partners will be introduced.
 - The partner logos will be permitted to appear once in each of the two endline areas.
 - The partner logos may appear twice in each of the two sideline areas (one on the left side of the sideline, the other on the right side of the sideline).
- All designs and mockups must be provided to the Company for approval before 31 August. Any canvas design that has not been previously approved by then will not be allowed.

2. Second LED ring: Clubs may install a second LED ring in their arenas, in the area located behind the scorers' table.

- The electronic advertising system may cover the entire sideline area.
- The corners, vomitories and endlines cannot be covered with the second LED ring.
- No other type of advertising platform will be allowed in this area.
- It is mandatory that all the electronic advertising boards simultaneously display the same image.
- Only still footage may be displayed on the second LED ring during game time. No animations will be permitted, only logos.
- Advertising must be static when the ball is alive, meaning that transitions from one advertisement to another will only be allowed in between quarters.
- The placement of a maximum of six partner logos in the second LED ring will be permitted under the following distribution and regulations:
 - A maximum of four club partner logos per quarter, for a maximum of 16 different brands, will be introduced at the same time.
 - A maximum of two logos of EuroCup partners per quarter, for a maximum of eight different brands, will be introduced at the same time.
- This six-brand formula (4 + 2) may be repeated twice at the same time throughout the whole second LED ring surface, one in the left sideline area of the LED surface, and another one in the right sideline area).
- The background of the content must be black, and the advertising logos must be applied in monocolour (white).
- For the avoidance of doubt, the club brands will respect the exclusive categories reserved for the EuroCup partners, as stipulated in Articles 63.1 and 65.1 of these Regulations. The Company will provide the home club with the playlist and quarter distribution prior to each game.
- In the cases that the clubs decide to install the second LED ring as an advertising platform, the canvas covering the seating area, if any, will have to be free of any kind of advertising, meaning that only the team logo and the EuroCup logo plus corporate messages may be displayed.
- All designs and mockups must be provided to the Company for approval before 31 August. Any design that has not been previously approved by then will not be allowed.

The second LED ring must be clearly visible and may be up to 40cm higher than the electronic advertising system around the playing court (120cm to 130cm in height). The clubs will inform the Company regarding the characteristics, dimensions and technical specifications of the second LED ring in their arenas no later than three weeks before the first game of the competition.

Therefore, the entertainment squad, mascots, photographers or any element that may obstruct the view of the second LED ring will not be positioned in front of them.

All types of advertising boards will guarantee the safety of all personnel involved in the game. All boards must be adequately padded with impact absorbing material as detailed in Article 53.3.5. 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.

3. The seating area may be covered with cardboard cut-outs of the silhouettes and images of the fans under the following regulations:

- The information regarding the ratio of cardboard cut-outs per seat and seating section must be provided to the Company for approval.
- If there is an impossibility of covering the whole arena seating area, the areas located within the TV master camera shot (TV U) must be prioritised.
- If the cardboard cut-outs do not show the silhouettes and images of the fans, it is recommended to use a unified background (the main colour of the team is suggested) to look for overall consistency.
- The club must give the prior approval of each fan image appearing in the cardboard design.
- All fan images must show a good sporting attitude. Therefore, no sign or message of violence or discrimination may be used in the cardboard cut-outs.
- No partner logos may appear in the cardboard cut-outs. Only the team logo and the EuroCup logo can be integrated within the cardboard design. It is possible to alternate the placement of the two logos in the cardboard cut-offs.
- All designs and mockups must be provided to the Company for final approval before 31 August. Any design that has not been first approved by then will not be allowed.

4. The seating area may be covered with team playing shirts under the following regulations:

- The playing shirts may not be modified with regard to the original design. Thus, no extra commercial logo or brand may be added.
- Only the official playing shirts of the team may be used. If the club needs to use other apparel, like teams' t-shirt, due to the impossibility of having the required number of official playing shirts that need to be provided to the Company for approval.
- It is recommended that the playing shirts contain the EuroCup badge. The playing shirts with the domestic league badge should be avoided when possible.
- If there is an impossibility of covering the whole arena seating area, the areas located within the TV master camera shot (TV-U) must be prioritised.
- All designs and mockups must be provided to the Company for approval before 31 August. Any design that has not been previously approved by then will not be allowed.

5. The seating area may remain empty under the following regulations:

- The lighting of the arena must be readjusted in order to darken the seating area by 10% of the full lighting level.
- If this is the selected option to be applied by the club, it must be notified to the Company in advance for approval, as it might require external consultation with TV partners and other parties. The Company reserves the right to reject the readjustment of the lighting of the arena if it considers that it does not meet the lighting requirements.

In the event that local governments and/or health authorities decree that only a limited number of fans are allowed to enter the arena during Euroleague Basketball games due to the COVID-19 outbreak, ad-hoc solutions will be studied case by case.

FINAL PROVISION

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

APPENDICES

APPENDIX I

2020-21 EUROCUP PLACES

APPENDIX I

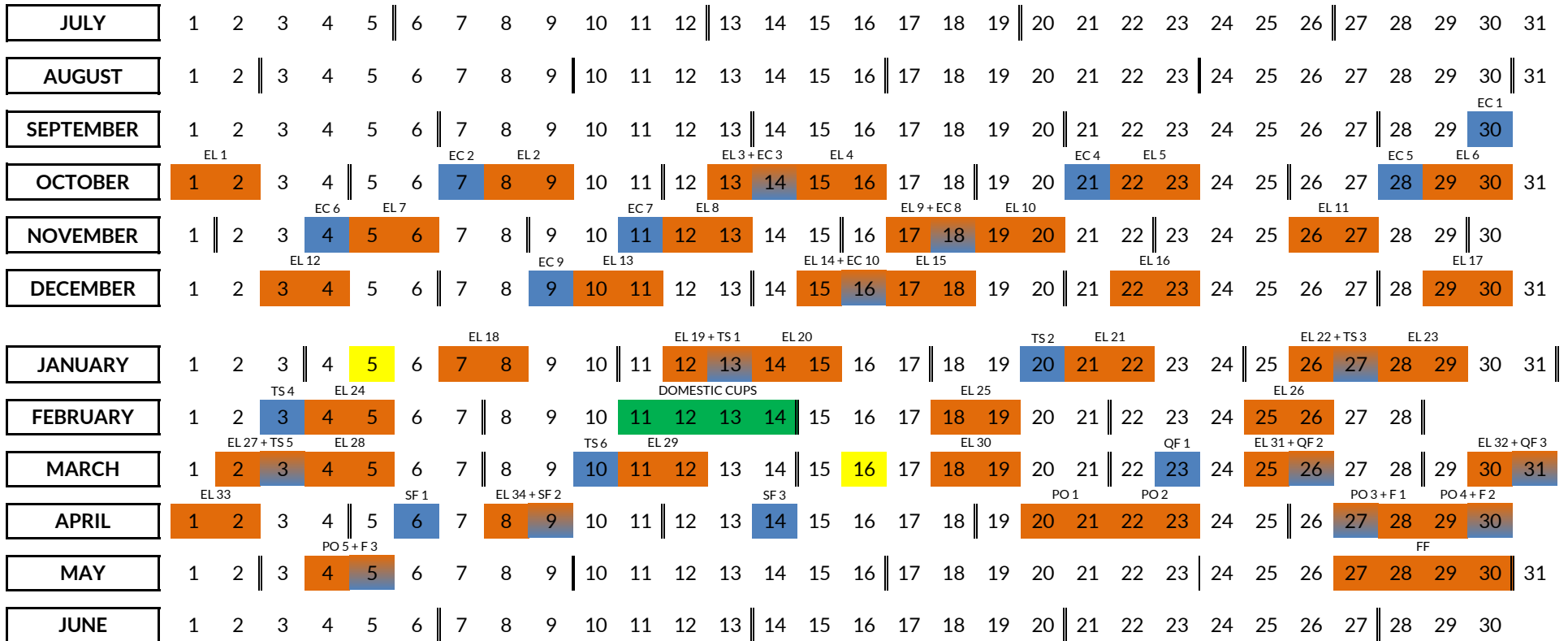
2020-21
EUROCUP PLACES

DOMESTIC CHAMPIONSHIP	CLUBS
ADRIATIC LEAGUE	3
FRANCE	2
GERMANY	2
GREECE	1
ITALY	2
LITHUANIA	1
POLAND	1
SPAIN	3
TURKEY	2
UNITED LEAGUE	3
BELGIUM / ISRAEL / NETHERLANDS	1
WILD CARD	3
<i>TOTAL</i>	<i>24</i>

APPENDIX II

2020-21 CALENDAR

2020-21 EB ALTERNATIVE CALENDAR PROPOSAL 201116



EuroLeague
 EuroCup
 Domestic Cups
 Proposed cutoff date to complete EuroCup Regular Season & Top 16 games

EL: 31 WEEKS
 RS: 27 Weeks (7 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 III

EUROCUP LICENCE CONTRACT

APPENDIX III

EUROCUP LICENCE CONTRACT

This Licence 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 Licence Contract in their respective capacities, freely and spontaneously to make the following

RECITALS

WHEREAS EP is a company whose core business consists in 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 club-related individuals;

WHEREAS the Club is willing to access and participate in the competition named EuroCup (hereinafter referred to as the “EuroCup”) and therefore to fulfil the requirements established in the official and approved EuroCup Bylaws (hereinafter referred to as the “EuroCup 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 EuroCup 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 Licence 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 EuroCup Bylaws and any subsequent modifications, amendments and appendices thereto.
2. With the aim that the rights and obligations under this Licence Contract are effective, the Club is obliged to submit no later than 1 July of the current year the corresponding security deposit as determined by EP in order to cover all those financial obligations that as a consequence of its participation in the EuroCup and for any reason whatsoever it may have towards EP and/or the company that may be constituted, or entrusted by EP with the task, to deal with the organisation and administration of the EuroCup (hereinafter the "Company").

Without prejudice to what is stated herein, the security deposit will be returned to the Club after the end of the EuroCup season (fully, if the Club has fulfilled all its obligations, or partially if the Club has any overdue payables, of any kind and nature, with EP and/or the Company, for any reason whatsoever, as a consequence of its participation in the EuroCup). Should EP or the Company withdraw, fully or partially, the security deposit, the Club commits itself to reimburse it, for the purpose of complying with what is established in this paragraph.

Failure to provide the required security deposit within the deadline of 1 July of the current year will result for the Club in the forfeiture of the licence and in the loss of any and all rights recognised herein (including but not limited to the right to compete in the EuroCup).

3. 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 EuroCup, as described in the EuroCup Bylaws and any subsequent modifications, amendments and appendices thereto.

In addition, the Club will be entitled to receive the economic amounts established and allocated by EP as sports pool for its participation in the EuroCup, as well as the economic amounts established and allocated by EP as market pool where relevant.

4. The Club commits itself to participate in the EuroCup (including events in pre- and post-games), as well as in any exhibition, preparation or friendly game 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 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 and the Company. In consideration of this, the Club will be entitled to all the rights derived from those rules, regulations, agreements and resolutions.

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 EuroCup or in any other Events.

In particular, the Club grants EP an exclusive licence of the Audiovisual Rights for any business activities exclusively relating to the management, organisation, promotion and commercialisation of the EuroCup, including but not limited to, filming and broadcasting audiovisual content related to the EuroCup, licensing this content to third parties, entering into partnership arrangements, producing, advertising, distributing, selling, promoting and marketing products and services including those of any EuroCup sponsors, licensees, TV broadcasters and other business parties (hereinafter collectively referred to as “EuroCup Partners”) and including merchandise (including but not limited to calendars, agendas, clothing, footwear, sporting articles, toys and Video Games, as defined in Appendix I attached to this Contract) (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 Licence 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 Appendix II 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 EuroCup, including the production, licence and/or sale of EuroCup 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 EuroCup Partners, 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 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, staff and other club-related individuals (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 footwear or participating in any of the Events or any other public events organised by the Club or by EP, and provided that these events are related to the EuroCup 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 the EuroCup Partners, 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, staff or other club-related 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, partnership, advertising, internet and merchandising rights related to the EuroCup:

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 EuroCup, including, but not limited to, the right to retain:

- a) All revenues from any EuroCup Partner.
- b) All revenues from the exploitation of any and all audiovisual rights (including the Audiovisual Rights) of any nature and pertaining to the EuroCup 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 EuroCup (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 partner and other EuroCup Partners and/or any EuroCup game.
- e) All revenues from EuroCup 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 EuroCup suppliers (including without limitation, the suppliers of the ball, drink and computer services).
- g) All revenues from official publications of the EuroCup.

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 EuroCup, 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 EuroCup games.
 - b) One advertising space for EuroCup self-promotion or for EuroCup Partners 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 backstop unit, and one advertising space for EuroCup Partners placed on each end of the playing court, behind the endlines and in front of the backstop units, in the arena where the Club is going to hold, as home team, the EuroCup games.
 - c) The sole ownership of the advertising rights of the arenas where the EuroCup Finals 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 EuroCup self-promotion or for EuroCup Partners.

The Club acknowledges and agrees that any and all rights mentioned in this Paragraph 8.3 may be modified by the governing bodies of EP and/or the Company.

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 partner of the EuroCup and may also grant exclusivity to up to four EuroCup Partners. In this case, under no circumstance may the Club's partners (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 EuroCup Partners.

Notwithstanding the foregoing, the main/naming/presenting/title partner of the Club will be protected when it coincides with the EuroCup Partners above. In this case, the aforementioned EuroCup Partners might share commercial, advertising and promotional

activities within the arena with the main/naming/presenting/title partner of the Club.

9. The Club acknowledges and accepts that EP may assign, grant, license or transfer the organisation and administration of the EuroCup to the Company or to a third party, which could be the direct or indirect beneficiaries or licensees of this Licence Contract or of the rights granted by the Club to EP herein.
10. 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 of fines) to EP, the Company and/or any other club that participates or has participated in the Euroleague Basketball competitions against any sum due by EP or any of its successors, licensees or assignees to the Club.
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 EuroCup, or
 - b) Is a member of any other club participating in the EuroCup, or
 - c) Is involved in any role whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroCup, or
 - d) Has any power whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroCup.

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 EuroCup. 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 EuroCup.

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 Licence 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 fully 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 Licence 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 Licence Contract and their use and exploitation by EP.

13. The stipulated term of this Licence Contract is one season. At the end of the one-season period, the Licence 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 EuroCup and that will remain in force until complete fulfilment. Should the Club maintain the requirements that, according to the EuroCup Bylaws, are necessary for participation in the EuroCup, the Club will be entitled to sign a new Licence Contract.

14. Cancellation:

EP has the right to immediately cancel this Licence 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 EuroCup Bylaws:

- a) The Club fails to comply timely, accurately, completely and in good faith with any material obligation derived from this Licence Contract, the EuroCup Bylaws or any other EuroCup regulation, rule, agreement or resolution of the governing bodies of EP and the Company.
- b) The Club fails to comply with its duties towards EP 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 and the Company (including but not limited to the Audiovisual Rights Licence Agreements and Partnership Agreements) or fails to comply with the economic control rules approved by the governing bodies of EP and/or the Company.
- 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, the Company, the EuroCup 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 EuroCup, EP 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 Licence Contract, EP may claim any damages related thereto.

15. The Club will not in any way assign, grant, license or transfer this Licence 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 EP.

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

16. This Licence 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 Licence 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 Licence 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

APPENDIX 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 EuroCup 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 EuroCup (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 interactive service and/or platform and enhanced programming services of the Euroleague Basketball competitions) 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 the 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, via analogue or digital signal, via air radio, cable radio, satellite radio mobile telephony communications, broadband, 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 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 Appendix 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.

APPENDIX 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 IV

APPENDIX TO THE CONTRACT BETWEEN THE CLUB AND THE PLAYER/COACH

APPENDIX IV

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 dated _____ ("Employment 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 Ventures S.A., Euroleague Properties S.A. and/or the company that they may appoint (jointly and severally referred to as the "Companies").
2. The Individual accepts to play/coach basketball for the Club during the term of the Employment 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 Companies.
 - b) Be available for a minimum of six individual or group appearances per season (besides any request made by the Companies during the Final Four) on behalf of the Companies 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 Companies 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 Companies, 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 Companies and/or their 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 Companies 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 Companies

or their respective partners only for commercial, advertising and promotional purposes. The rights in these pictures and audio and video footage will belong to the Companies as their interests may appear.

- f) Transfer their image rights [including all rights for the 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 Companies and grant them the possibility of transferring these rights to third parties for the commercial, advertising and promotional purposes established in the Contract signed between the Club and Euroleague Properties S.A., provided that the image rights of the Individual appear linked to the Club, including wearing the Club's apparel and footwear or participating in any of the events organised by the Club or by the Companies, and provided that these events are related to the Euroleague Basketball competitions or other events organised by the Companies. 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 Clause 2 are assigned without further compensation to that established in the Employment Contract.
4. The Club and the Individual confirm that there exists no other payment or compensation, apart from the gross salary established in the Employment Contract, for any activity related to the professional performance of the Individual as a basketball player/coach for the Club, be it a direct or indirect payment or compensation from the Club or any third party that generates revenues and/or renders services for the Club and/or incurs costs in respect of basketball activities (irrespective of whether this third party is included or not in the Club's legal structure).
5. The Individual warrants and undertakes to the Club, for the benefit of the Club and the Euroleague Basketball competitions, as well as 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 V

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 Management

- 2.1. Any official communication from the Company regarding unified scorers will be made through the club.

The caller/backup 2 will be the contact person between the club and the Company's IT Department during games.
- 2.2. Unified scorers managers must be reachable via email and mobile phone during the entire season. They will be responsible for ensuring that their updated mobile phone number, email address and Skype username are provided to the Company.
- 2.3. The club will be responsible for selecting and announcing the unified scorers before each game through the Euroleague Basketball registration platform. The club 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 club will be responsible for taking care of the necessary equipment. The unified scorers manager will take care of 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 manager cannot attend a game, the club 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 relevant 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 the Company will invite the unified scorers manager and other members of the unified scorers crew to be determined by the Company 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 may pass an online statistics criteria test at the discretion of the Company.

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. **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.

6. **Software Requirements**

The software to be used will be provided by the Company's IT Department. It must be downloaded by each unified scorers manager, 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.

7. Other Equipment Requirements

- 7.1. The backup scoreboard console must be positioned in front of the timer to be plugged in and used if necessary.
- 7.2. 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.

8. 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.

9. In-Game Procedures

Game Clock	Event
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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.
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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.
- Effect substitutions.

All notifications to referees must be made using the electronic equipment buzzer – whistles are prohibited at the scorer's table.

The caller/backup 2 must use the IRS anytime the Company's IT Department requests they review a specific play.

Game Clock	Event
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.

10. Pre- & In-Game Scorer's Table Technical Incident Protocol

In order to safeguard the live nature of games and minimise possible disruptions, the following course of action must be followed anytime an incident of a technical nature occurs at the scorer's table:

1. The timer will start one of the table clocks and during one minute:
 - a) the Euroleague Basketball delegate will call the Company's Competitions Department;
 - b) the software and its configuration will be adjusted/manipulated in order to fix the problem;
 - c) in case of total primary laptop hardware failure, the backup laptop will immediately be powered up and cabled accordingly;
 - d) the Company's IT Department will call the caller/backup 2 on their mobile phone to establish a permanent and direct communication until the game is resumed.
2. If the problem remains, during a further three minutes:
 - a) the hardware will be switched off and on;
 - b) the laptop will be restarted once;
 - c) the backup shot clocks and additional game clocks will be plugged in and put into place.

If the problem remains, the game will resume using the printed paper scoresheet/backup shot clocks and additional game clocks. If the problem is laptop-related, the Company's IT Department will take remote control of the laptop and continue to troubleshoot whilst the game is being played.

The above is applicable for all scorer's table elements, with the goal that the maximum delay will be no more than five minutes. In the case of a more serious failure that does not permit the game to be resumed (e.g. the game and shot clocks fail whilst the backup shot clocks and additional game clocks do not work either) only then may the delay be longer, as the game would be missing the minimum elements in order to be resumed.

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 USB flash drive 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.

Game Clock	Event
+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 competition@euroleague.net</p>

Game Clock	Event
+15:00	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.
+20:00	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.
+25:00	The caller/backup 2 logs off Skype after receiving confirmation from the Company's IT Department; unified scorers leave scorer's table.

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 VI

2020–21 EURO CUP DRAW CRITERIA AND PROCEDURE

APPENDIX VI

2020-21 EUROCUP DRAW CRITERIA AND PROCEDURE

The draw will be held according to seeds.

- The 24 qualified teams will be divided into six seeds with four teams in each, in accordance with the Club Ranking elaborated for this purpose.
- The performance of teams in European competitions during a three-year period will be used. Each club will get 2 points for a win and 1 point for a tie or loss from the Regular Season onwards. 2 bonus points are allocated for reaching the last 16, 2 bonus points are allocated for reaching the last 8, 1 bonus point is allocated for reaching the last 4, 1 bonus point is allocated for reaching the Finals. The Club Ranking consists of the sum of the club coefficients from the last three years. The results of the worst performing team from each country/League will be added together every year to create a position for that country/League in the Club Ranking. This is the lowest possible position that any club from that country/League can occupy in the draw.
- If two or more teams have the same Club Ranking, the tie will be resolved by the total number of wins during the three-year period. Should a tie persist, the final standings in the EuroLeague and if necessary EuroCup from the previous season will be used to break the tie. Should a tie still persist, the final standings in the domestic championship from the previous season (after the playoffs) will be used to break the tie. Should a tie still persist, a draw will be used to break the tie, with the Company determining the method for the draw.
- The first four teams from the Club Ranking participating in the Regular Season will be 1 Seeds, the next four 2 Seeds, the next four 3 Seeds, the next four 4 Seeds, the next four 5 Seeds, and the remaining four teams will be 6 Seeds.

GROUP DRAW RESTRICTION

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

- Two teams from the same country cannot coincide in the same Regular Season group, except when there are five teams from the same country participating in the Regular Season. For these purposes, teams qualifying via the Adriatic League will be considered as teams coming from the same country.

GROUP DRAW PROCEDURE

- Teams will be drawn one by one from an urn containing only teams in the same Seed, from the 1 Seeds through to the 6 Seeds, until all 24 teams have been selected.

- For each spot drawn, the urn will be emptied and refilled with only those teams from the level drawn, taking into consideration any restrictions for this and any other group.
- In the Regular Season, teams from the same country may not coincide in the same group. Therefore, when drawing teams from the 2 Seeds through to the 6 Seeds, only those teams from a country different than the ones already drawn into the Group will be placed in the urn. In the case of five teams from the same country participating in the Regular Season draw, the Group Draw Restrictions will be applied until it is physically impossible.
- e.g.1. If a spot is to be drawn into a Group where there is already a team from a specific country, the teams from the country in question will not be placed in the urn.
- e.g.2. If a spot is to be drawn into a Group and a certain team(s) cannot be drawn in a later Group, this team(s) will be the only one(s) placed in the urn.
- A team may be placed directly into a Group in order to follow the restriction mentioned above.

Drawing the teams as explained above will eliminate all possibilities of a blocked situation.

CALENDAR DRAW

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

- The Regular Season calendar draw will allocate letters from A to F to the teams in each group. This will establish the pairings for the entire Regular Season.
- The Regular Season games will be held according to the following chart:

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

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

CALENDAR DRAW RESTRICTIONS

- Non-coincidence letters will be allocated to teams that play in the same city/arena, so that when one team plays at home the other will play away: Metropolitans 92 and Nanterre 92, Paris, France.

APPENDIX VII

**GAMES PLAYED
BEHIND CLOSED DOORS
PROTOCOL**

APPENDIX VII

GAMES PLAYED BEHIND CLOSED DOORS PROTOCOL

Only essential personnel are permitted to be present in the arena for the game. These are:

- Registered players on Authorisation List
- Registered coaching staff/team followers
- Referees
- Unified scorers
- Club Board members
- Game Operations staff directly related to the organisation of the game (team attendant sweepers/rebounders, arena coordinator, DJ, speaker, doping control officers)
- IFPC essential personnel
- Media directors
- Company accredited photographers
- Official club photographer (home club only)
- Essential security, first-aid, police personnel
- Euroleague Basketball delegate
- Genius Sports representative (one individual to be notified by the Company to the home club)

Any other club personnel/equipment is prohibited, including relatives, friends, youth programme players and staff, female programme players and staff, musical instruments, etc.

Should any other person require access to ensure the game can be played correctly, this must be authorised previously by the Company with both clubs subsequently notified.

When a game is played behind closed doors due to a disciplinary sanction, the Company will inform the clubs regarding additional personnel that may attend.

APPENDIX VIII

EUROLEAGUE BASKETBALL IN-ARENA CODE OF CONDUCT

APPENDIX VIII

EUROLEAGUE BASKETBALL IN-ARENA CODE OF CONDUCT

Euroleague Basketball is committed to providing a fun, welcoming, safe and enjoyable experience. It is the collective objective of the league and its clubs to do everything possible to assure that our games provide a memorable experience for all of our fans, regardless of sports results.

Euroleague Basketball values the support of all our fans – whether they are home or visiting team supporters, players, coaches, referees, season ticket customers, part of a group, single-game or mini-plan buyers, employees, partners, media, team/arena personnel and guests. We thank you in advance for your patronage and cooperation in adhering to the Euroleague Basketball In-Arena Code of Conduct (the “Code of Conduct”).

This Code of Conduct applies to any person in the arena.

Key Principles:

- Respect all attendees and personnel.
- Refrain from any physical harm or threats, and from any disruptive behaviour, including abusive, lewd and vulgar language, obscene gestures or messages, or any clothing featuring the above that directly or indirectly incites violence.
- Sit only in your assigned reserved seat (unless you have a ticket in a general admission sector), and be prepared to show your ticket to ushers, stewards or security personnel when requested.
- Comply with requests from arena or club personnel regarding arena policies, this Code of Conduct and emergency procedures.

Individuals are encouraged to report any failure to adhere to the Code of Conduct to the security personnel and/or any other channel made available by the club.

Policies:

- No person will violate any local, regional or national laws.
- No person will enter or remain on the arena property for unlawful purposes.
- No unauthorised person will interfere with the free passage of game attendees in public areas by deliberately obstructing or blocking aisles, walkways or other areas commonly used for public access or egress.
- No person will take, deface, degrade, damage or destroy – including but not limited to littering, spitting, painting, cutting, urinating, or defecating on – any property that does not belong to them.
- All persons are expected at all times to treat players, coaches, referees, game personnel, entertainers, arena personnel and all individuals inside the arena with respect, decorum and proper etiquette.

- Unless the proper credentials or tickets have been issued, no person will enter or attempt to enter any area of the arena that is not intended for public enjoyment and access, including but not limited to any offices, storage units, television production areas, media areas, concession stands, locker rooms, or other back-of-house areas.
- No person will engage in conduct that disrupts or interferes with the normal operations of the arena and/or the presentation of the games or its participants, including but not limited to vendors, media, partners, players, coaches, referees, security personnel and club/arena/league personnel.
- Disruptive behaviour is conduct that causes other persons attending games, including club/arena/league personnel, players, referees, partners, vendors and guests to experience unreasonable annoyance or alarm and includes but is not limited to conduct that involves the use of abusive, threatening or vulgar language, gestures or signs.
- Euroleague Basketball and its clubs welcome all people and do not and will not discriminate based on race, colour, religion, gender, gender expression, age, national origin, disability, marital status, sexual orientation or military status. Any person using language, gestures or signage that is discriminatory or shows a lack of respect will not be tolerated and is ground for timely removal from the arena and other potential actions, including permanent ban from the arena and attendance at Euroleague Basketball games.
- No person will take, deface, degrade, damage or destroy materials, equipment, furniture, fixtures or other types of personal property belonging to the arena, league or club, or its customers, vendors, partners, media and guests; nor use them in a manner that is inconsistent with the customary use thereof, or in a destructive, abusive or potentially damaging manner, or in a manner that is likely to cause a person injury.
- All persons entering the arena are subject to search.
- Use of tobacco products (including e-cigarettes and vaping devices) or illegal drugs of any kind inside or immediately adjacent to the arena, except in designated areas, is not allowed.
- No alcoholic beverages may be brought inside the arena from the outside.
- No weapons whatsoever are allowed inside the arena, including knives, guns, brass knuckles, flares/firecrackers poles/sticks, laser pointers or any other device that can be used to cause harm or injury to another person.
- Whistles are not allowed inside the arena, as well as horns/sirens/megaphones that make the same sound as the scorer's table signals.
- No person will be visibly intoxicated and/or under the influence of illegal substances.
- No person will distribute, display (including on apparel) or place handbills, flyers or posters, play music, promote brands or conduct any form of business or commercial activity, unless authorised in writing by the club and allowed in accordance with local, regional and/or national laws.
- Banners, signs and/or flags are allowed, subject to adherence to the principles of respect and language, as stated above.
 - Affixing banners, signs and/or flags to arena handrails, stairs or other locations that may violate emergency evacuation procedures or

public safety is not allowed – fans bringing signs must only affix them in accordance with club policies.

- Throwing any objects is prohibited.
- All persons must wear shirt, pants and shoes (including skirts or shorts).
- All persons' personal hygiene and clothing cleanliness must comply with commonly acceptable social standards.
- No person will engage in sexual conduct inside or immediately adjacent to the arena.
- Faces may not be covered at any time – any headwear that is worn must not cover the face in any way.

Additional Provisions for Courtside and Bench Seat Ticket Holders:

- Standing is to be limited to a minimum.
- Courtside and bench seat ticket holders will remain seated while the game is in progress.
 - Accessing and/or leaving the courtside seats is permitted when the game is not in play.
- Courtside and bench seat ticket holders may not step forward onto the court at any time nor interfere with the free movement of referees, players or team/arena personnel.
- Courtside and bench seat ticket holders may not interfere with portable TV cameras or accredited staff's photo or video cameras.
- No banners, signs or flags are permitted in the courtside and bench seats, nor can any clothing item be held up obstructing the visibility of others.
- Musical or noisy items are not allowed in the courtside and bench seats.

Violations of the Code of Conduct:

Euroleague Basketball, the clubs and local authorities reserve the right to prohibit admission to the arena and/or expel any person who violates the Code of Conduct.

The clubs will identify and inform the Company regarding the identity of any person removed from the arena in accordance with the Code of Conduct.

Upon request, the clubs will likewise notify the Company of the identity of any person identified as violating the Code of Conduct.

APPENDIX IX

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

APPENDIX IX

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

APPENDIX X

EUROCUP STYLE GUIDE



Style Guide

Introduction

Introduction

Logos

Colours

Typography

The following brand style guide explains the basic principles of the 7DAYS EuroCup 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 7DAYS EuroCup 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 7DAYS EuroCup.

Logotype

The custom-drawn “7DAYS EuroCup” 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 7DAYS EuroCup.

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

Only in exceptional circumstances should single colour versions be used – e.g. on blue or similar tone backgrounds that clash with the logos.

Full colour logos – on light



Full colour logos – on dark



Single colour logos – on blue 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 7DAYS EuroCup blue.

All designs should be submitted for approval before publishing.



Logos

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Logos

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- Colour versions
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- Incorrect usage

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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 E 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.

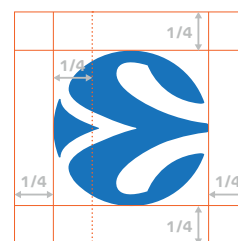
Primary – exclusion zone



Secondary – exclusion zone



E-ball – exclusion zone



Logos

Introduction

Logos

- Overview
- Colour versions
- Exclusion zones
- **Minimum sizes**
- Incorrect usage

Colours

Typography

Print



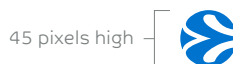
To ensure the integrity of the 7DAYS EuroCup logos, they must never be reduced in smaller sizes than those shown on this page.

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 7DAYS EuroCup 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 7DAYS EuroCup brand are Blue 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 colours

Grey is used as a secondary colour to compliment the primary colours.

Primary colours

7DAYS EuroCup Blue				7DAYS EuroCup Black			
R: 0	C: 100	PMS:	HEX:	R: 0	C: 60	PMS:	HEX:
G: 114	M: 35	285 C	0072CE	G: 0	M: 0	Black 6 C	000000
B: 206	Y: 0			B: 0	Y: 0		
	K: 0				K: 100		

Secondary colour

7DAYS EuroCup Grey			
R: 85	C: 64	PMS:	HEX:
G: 85	M: 56	404 C	555555
B: 85	Y: 55		
	K: 31		

Colours

Introduction

Logos

Colours

- Colour palette
- Colour ratio

Typography

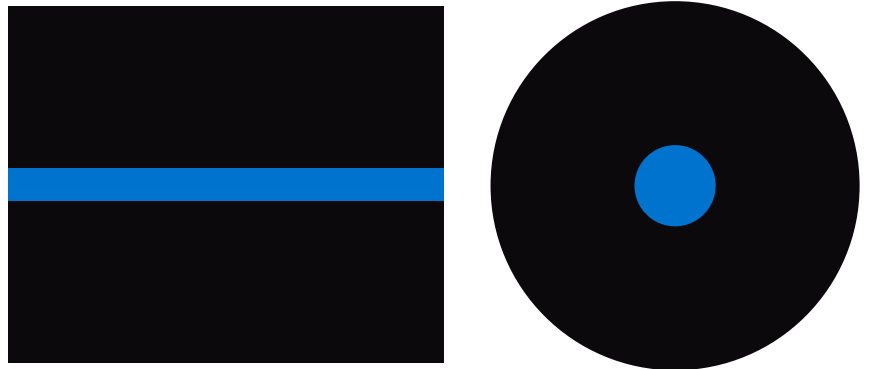
Primary colours



10:1 colour ratio

In order to maintain a consistent balance of colour throughout all 7DAYS EuroCup brand communications, a colour ratio of 10:1 should be used. Black is the dominant colour, with blue used as a much smaller proportion. This creates an atmospheric and prestigious brand language, accentuating the vibrancy of the blue 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 7DAYS EuroCup 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

abcdefghijklmnopqrstuvwxy

1234567890!@E\$%^&*(){};:.,?

Body copy typefaces

Co Text Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxy

1234567890!@E\$%^&*(){};:.,?

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

Co Text Light

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxy

1234567890!@E\$%^&*(){};:.,?

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

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Typography

- Primary typeface
- Secondary typeface
- Tertiary typeface

Where possible, Co Text should be used for all 7DAYS EuroCup 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

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Typography

- Primary typeface
- Secondary typeface
- Tertiary typeface

The Tertiary 7DAYS EuroCup 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

ABCDEFGHIJKLMN OPQRSTUVWXYZ
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

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 7DAYS EuroCup 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 EuroCup O 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 EuroCup O 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

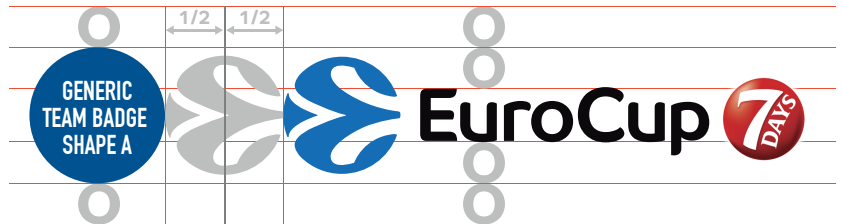
Club Usage

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 EuroCup 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 EuroCup O 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 EuroCup O 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



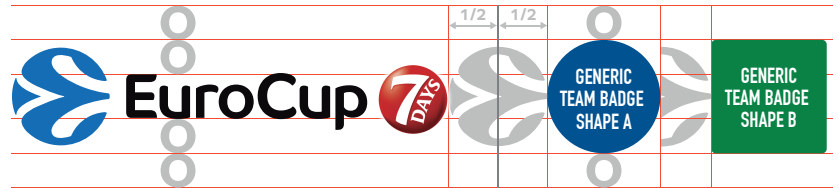
Club Usage

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 EuroCup 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 EuroCup O 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.

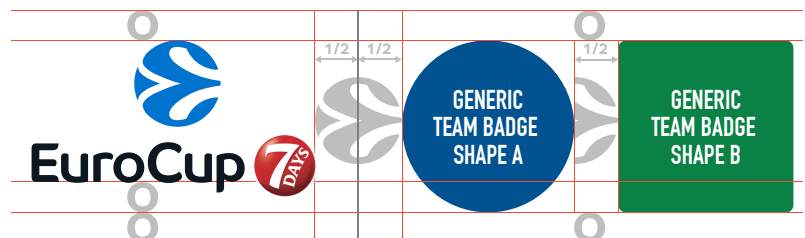
Secondary – vertical lock-ups

Use the x-height of the EuroCup O 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

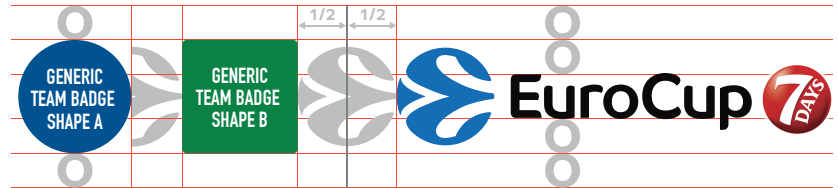
Club Usage

Club Usage

- League + 1 Club
- League + 2 Clubs
- Club + Club

TEAM USAGE

Primary – horizontal logo lock-up



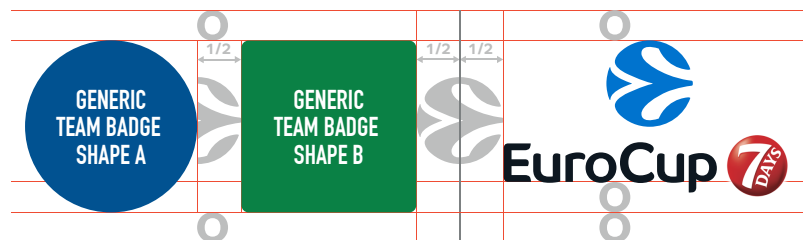
When placing two club badges next to the EuroCup logo, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

Primary – horizontal lock-ups

Use the x-height of the EuroCup O 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.

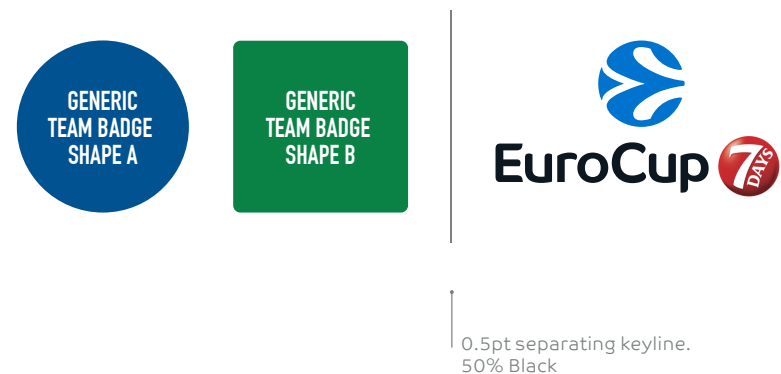


Secondary – vertical logo lock-up



Secondary – vertical lock-ups

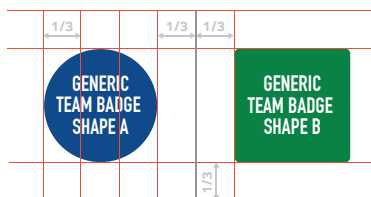
Use the x-height of the EuroCup O to work out the height of the team logo. Use the E-ball to establish the distance and position of the 0.5pt separating keyline and the distance between the logos.



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 XI

MEDIATION REGULATION

APPENDIX XI

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 (jointly referred to as “Euroleague Basketball competitions”) arising out of or in connection with the hiring and transfer of one player or coach, the clubs 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. The dispute of a club registered in the Euroleague Basketball competitions with a player or coach, or with any other club not registered for the Euroleague Basketball competitions may likewise be submitted to these amicable settlement proceedings on a voluntary basis. In the event of a prior compulsory proceeding in the context of any internal regulations within a country, the parties will inform the Euroleague Basketball office of the result of the dispute.

3. Any party commencing mediation proceedings pursuant to this Regulation will send to the Euroleague Basketball office (by email to secretarygeneral@euroleague.net) 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 designated by Euroleague Properties S.A. for the management and administrative organisation of the Euroleague Basketball competitions (hereinafter 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, the Company will hold an updated list of active disputes available, upon request, to clubs, players or coaches registered in the Euroleague Basketball 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 Euroleague Basketball 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 XII

TECHNICAL RULES CLARIFICATION

TECHNICAL RULES CLARIFICATION

1. The ball will be put into play in the centre circle by a jump ball between any two opponents at the start of the first quarter and at the start of each overtime.
 - The first quarter and all overtimes will begin with a jump ball. During these jump balls if any player commits a violation, the other team will have 24 seconds on the shot clock and inbound the ball straddling the centre line.
 - The team that gains the first possession of the game will take a throw-in behind its own endline to begin the fourth quarter, whilst the other team will take a throw-in behind its own endline to begin the second and third quarters.

The ball will be put into play at the circle that is closest to the spot where a held ball occurs or when the referees are in doubt which team last touched the ball immediately before the ball goes out of bounds. The jump ball will be between the two involved players. For any other jump ball situations, the ball will be put into play in the centre circle by a jump ball between any two opponents. The shot clock will be held at the same value and only reset to 24 or 14 seconds if a new team gains possession following the jump ball.

In the fourth quarter or overtimes with 02:00 or less on the game clock, when a goaltending or interference violation is called that is then reviewed by use of the IRS and the decision is overturned, the game will be restarted with a jump ball at the centre circle.

- If the team that attempted the shot restarts 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 restarts 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 will be switched off.
2. Player technical fouls will not count as team fouls.
 3. 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 V).
 4. All points scored in overtime(s) will not be counted in the standings not for any tie-break situation.
 5. 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.
 6. Only the head coach may sign the official scoresheet of a game in protest.

APPENDIX XIII

INSTANT REPLAY

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 2:00 or Less Game Clock

Instant replay can be referred to in the following situations:

- 3.1. The referees are unsure which team committed an out-of-bounds violation, or whether an out-of-bounds violation occurred. The referees will review the footage to determine the following issue **only**: identify which player touched the ball last or if the player/ball was actually out-of-bounds.
- 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.

- 3.3. The referees are unsure whether the defender is inside or outside the no-charge semi-circle for a block/charge foul. The referees will review the footage to determine the following issues **only**:
- a) Whether the defender was outside the no-charge semi-circle and had not established a legal guarding position.
 - b) If the offensive player led with an unnatural knee, foot, elbow or arm regardless of the location of the defender.
 - c) If the ball left the hand of the shooter prior to the contact.

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/count down 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/count down 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 made basket was a one-point, two-point or three-point basket. The referees will review the footage to determine the following issues **only**: the correct value of the made basket and whether the shooter committed an out-of-bounds violation immediately prior to the release of the shot. The review will take place at the following dead ball when the game clock is stopped.

- 4.6. During a dead ball due to a shot clock violation, the referees are unsure whether the 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), and if the shot was released on time, whether the successful field goal scored was a two-point or three-point field goal.
- 4.7. During a dead ball due to a shot clock violation, the referees are unsure whether the 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 personal, unsportsmanlike or disqualifying foul. The referees will review the footage to determine the following issue **only**: if the foul called should be maintained, upgraded, downgraded or considered as a technical foul.

APPENDIX XIV

EUROCUP COMMON ACCOUNTING REGULATIONS

EUROCUP COMMON ACCOUNTING REGULATIONS

IMPLEMENTATION PHASES I AND II

Article 1. Introduction

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

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

Article 2. Objectives

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

We can divide the goals into two categories:

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

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

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

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

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

Article 3. 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 EuroCup.
- 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 EuroCup 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 [Euroleague Commercial Assets S.A. (hereinafter "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.

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.

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) **Shareholder/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 4. Documentation and Deadlines

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

4.1. No later than 15 June:

- a) Information of the legal structure of the club, including:
 - 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).
 - Articles of Association/Bylaws of the club.
 - Type of business/main activity of the club.
 - Share capital.
 - List of shareholders.
 - List of authorised signatories and type of required signature (e.g. individual, collective).
- b) Express declaration of sound legal position according to Appendix XVII to the EuroCup Regulations.
- c) Express declaration of sound financial position according to Appendix XVI to the EuroCup Regulations.

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 Schedules 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

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

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

- 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.

Implementation of the Financial and Economic Regulations

The implementation phases of the financial criteria are the following:

- Phase I: In force since the 2015–16 season.
- Phase II: This phase complements Phase I. The objective is to make possible the medium- and long-term goals proposed in Article 2.

Article 6. Management Control and Supervision Bodies

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

- 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.
- Deciding on conducting investigations by itself, by requesting the Company to carry out an investigation and/or compliance audits of the clubs at any time in order to ensure that they are fulfilling their obligations.
- Conclude, with the consent of the club, a settlement agreement.
- Submitting to the corresponding governing bodies proposals for any actions to be taken.

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

- **Auditing Firm**

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

Duties:

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

Article 7. Confidentiality

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

Article 8. Cancellation or Suspension of the Right to Participate in the EuroCup

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

- a) If the club repeatedly fails to submit the reports within the period established.
- b) If the club has any overdue payables with former or registered players, coaches and/or 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.
- c) If 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.

d) If the final Annual Financial Statements presented by the club have not been audited.

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

EXHIBIT A

BALANCE SHEET

ITEMS TO DETAIL IN THE BALANCE SHEET:

Equity and Liabilities

Equity

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

Current Liabilities (< or =1 year)

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

Non-Current Liabilities (> 1 year)

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

Assets

Current Assets

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

Non-Current Assets

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

ENCLOSED NOTES

1. **Share capital.** The type of company and capital structure (shares, interests, single-member company...) must be included.
2. **Loans or bank overdrafts.** The reason for the debt and its repayment period must be detailed, as well as the loan holder.
3. **Liabilities towards employees.** The reason for the debt and its creditors must be mentioned, as well as the deadline by which the debt must be repaid.
4. **Liabilities from player transfers.** The name of the player who is the origin of the debt and the name of the club involved must be detailed, as well as the deadline by which the debt must be repaid.
5. **Liabilities towards tax authorities.** The type of tax and the deadline by which the debt must be repaid will be specified.
6. **Tangible/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 3 l).

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 EuroCup 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

- **Corporate Partnerships.** Amount corresponding to the revenues obtained by corporate partners of the club. If there is more than one partner, their name, business sector and amount will be detailed (*see Note 1 enclosed*).
- **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.

Other Revenues

- **Non-professional and youth programmes.** 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 3 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.
- **Shareholder/related-party contributions** (owners, shareholders, related parties, etc). Refer to Article 3 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 3 l), m), n), o) of these regulations.
- **Non-professional and youth programmes 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 EuroCup expenses will be separated from those corresponding to the domestic championship), licence expenses, etc.
- **Travel expenses.** The trips (flight tickets, accommodation...) corresponding to the EuroCup 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. **Corporate Partnerships.** If it is contracted per game, the amount corresponding to the EuroCup games must be specified in the notes. If it is determined by contracts that include all competitions, these contracts must be detailed.
2. **Revenues from the public sector.** The type of body (town, province or state) must be specified, as well as the amount that each of them contributes.

3. **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 partnership rights by a club to a related party;
- Any transaction with a related party whereby goods or services are provided to a club.

The fair value of the partnership transactions with related parties will be determined by a renowned independent external firm appointed by ECA.

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.**

SCHEDULE 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:

- a) The club has paid the relevant amount in full; or*
- b) 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*
- c) 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:

[The Club]

By:
Title:

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:

The Club

By:

Title:

SCHEDULE 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:

The Club

By:

Title:

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.

SCHEDULE 3

DECLARATION OF PLAYER SALARIES

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 player salaries 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 ones related to the following:

- ***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.
- ***Player salaries:*** The following concepts will be included within the player salaries for the relevant season:
 - a) Gross salary received by players
 - b) Net player transfer balance
 - c) Players’ agent fees are considered to be paid directly by the player.

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

- ***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.
- ***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.

- **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.
- **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.
- **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:

- a) 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.
 - b) 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.
- **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:

- 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.
- Clubs that capitalise the costs of acquiring a player's registration must apply certain minimum accounting requirements as described in paragraph 4.

- *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.*
- *The minimum accounting requirements for clubs that capitalise the costs of acquiring a player's registration are as follows:*
 - *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.*
 - *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.*
 - *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.*
 - *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.*
- *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:

The Club

By:

Title:

SCHEDULE 4

DECLARATION OF SHAREHOLDER 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 ones related to the following:

- a) **Shareholder/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:

The Club

By:
Title:

SCHEDULE 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 to 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 ones 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 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.

- 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 programmes:** 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:

The Club

By:

Title:

APPENDIX XV

EUROCUP FINANCIAL STABILITY AND FAIR PLAY REGULATIONS

APPENDIX XV

EUROCUP FINANCIAL STABILITY AND FAIR PLAY REGULATIONS

***These regulations will enter into force
starting from the 2021–22 season***

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 EuroCup.
- 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 EuroCup 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 [Euroleague Commercial Assets S.A. (hereinafter “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.
- i) 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.

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) **Shareholder/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 EuroCup 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 2,000,000 euros for the T season.
- e) Having a budget allocated to gross player salaries that does not exceed 65% of the total budgeted expenses of the club for the T season.
- f) Not having direct or indirect contributions from the shareholders/related parties of each club representing more than 65% of the budgeted expenses for the T season.
- 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 XVII to the EuroCup Regulations.
- h) Express declaration of sound financial position according to Appendix XVI to the EuroCup Regulations.

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 Schedules 1, 2, 3, 4 and 5 to these regulations that must be certified by the auditing firm (*note that*

these appendices are the same already included in the EuroCup Common Accounting Regulations in force).

- 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

The 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 these relevant facts, as well as their economic impact in the case that it can be assessed. In addition, the 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 regard to relevant facts. To these effects, relevant facts will include but will not be limited to:

- a) Early termination of partnership 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) Cash flow constraints.
- i) Any type of economic operations amounting to 10% of the annual budget.
- j) 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
 - o 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 EuroCup determining whether they will be authorised to participate and/or apply for a licence in the following EuroCup season in the case that these clubs show signs of doubtful financing and poor economic feasibility.
- Deciding on conducting investigations by itself, by requesting the Company to carry out an investigation and/or 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 EuroCup 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

- **Corporate Partnerships.** Amount corresponding to the revenues obtained by the corporate partners of the club. If there is more than one partner, their name, business sector and amount will be detailed (*see Note 1 enclosed*).
- **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.

Other Revenues

- **Non-professional and youth programmes.** 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.
- **Shareholder/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 programmes 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 EuroCup expenses will be separated from those corresponding to the domestic championship), licence expenses, etc.
- **Travel expenses.** The trips (flight tickets, accommodation...) corresponding to the EuroCup 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. **Corporate Partnerships.** If it is contracted per game, the amount corresponding to the EuroCup games must be specified in the notes. If it is determined by contracts that include all competitions, these contracts must be detailed.
2. **Revenues from the public sector.** The type of body (town, province or state) must be specified, as well as the amount that each of them contributes.
3. **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 partnership rights by a club to a related party;
- Any transaction with a related party whereby goods or services are provided to a club.

The fair value of the partnership transactions with related parties will be determined by a renowned independent external firm appointed by ECA.

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 XVI

**DECLARATION
OF SOUND FINANCIAL POSITION**

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: []
Title: []

APPENDIX XVII

DECLARATION OF SOUND LEGAL POSITION

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: [.....]

GRAPHICS

GRAPHIC No. 1

PLAYING UNIFORMS AND ADVERTISING

FRONT of the Shirt



GRAPHIC No. 2

PLAYING UNIFORMS AND ADVERTISING

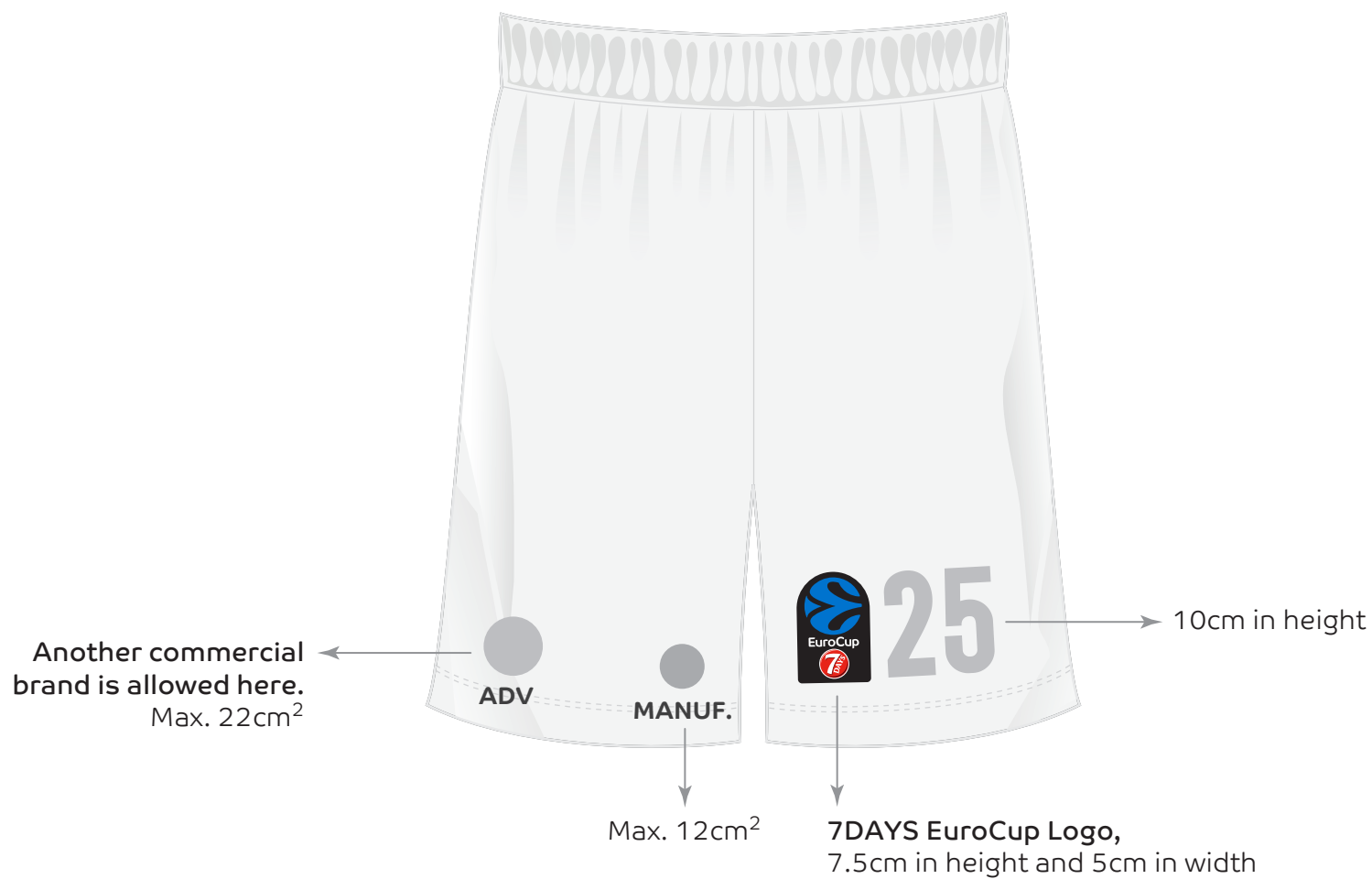
BACK of the Shirt



GRAPHIC No. 3

PLAYING UNIFORMS AND ADVERTISING

SHORTS



GRAPHIC No. 4

WARM-UP SHIRT AND ADVERTISING

FRONT of the Shirt



GRAPHIC No. 5

WARM-UP SHIRT AND ADVERTISING

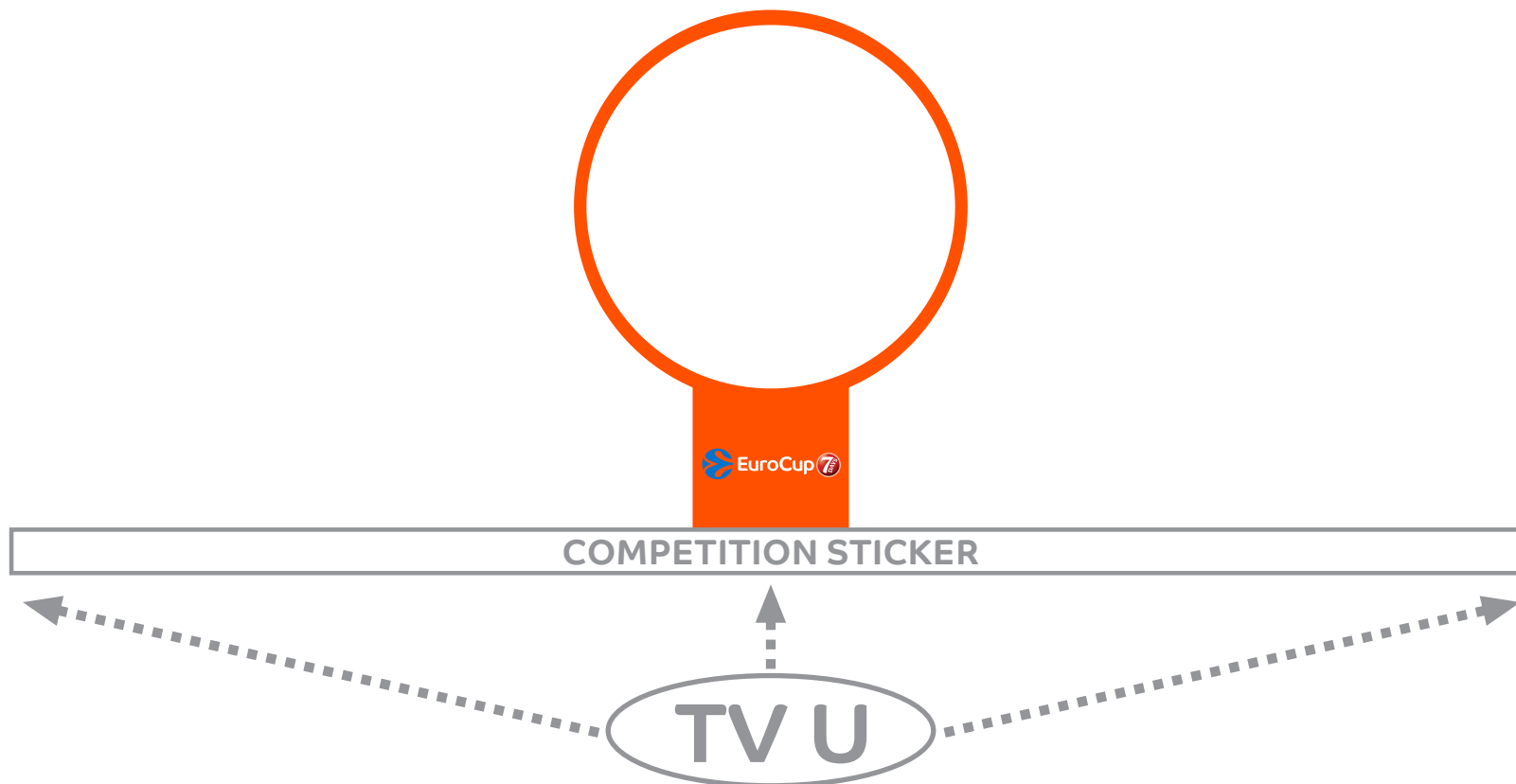
BACK of the Shirt



GRAPHIC No. 6

COURTSIDE ADVERTISING

Technical Equipment: RING SUPPORT



GRAPHIC No. 7 BACKBOARD BRANDING AND LEDS

7DAYS EuroCup and
One Team stickers,
visible on both sides
of the backboard

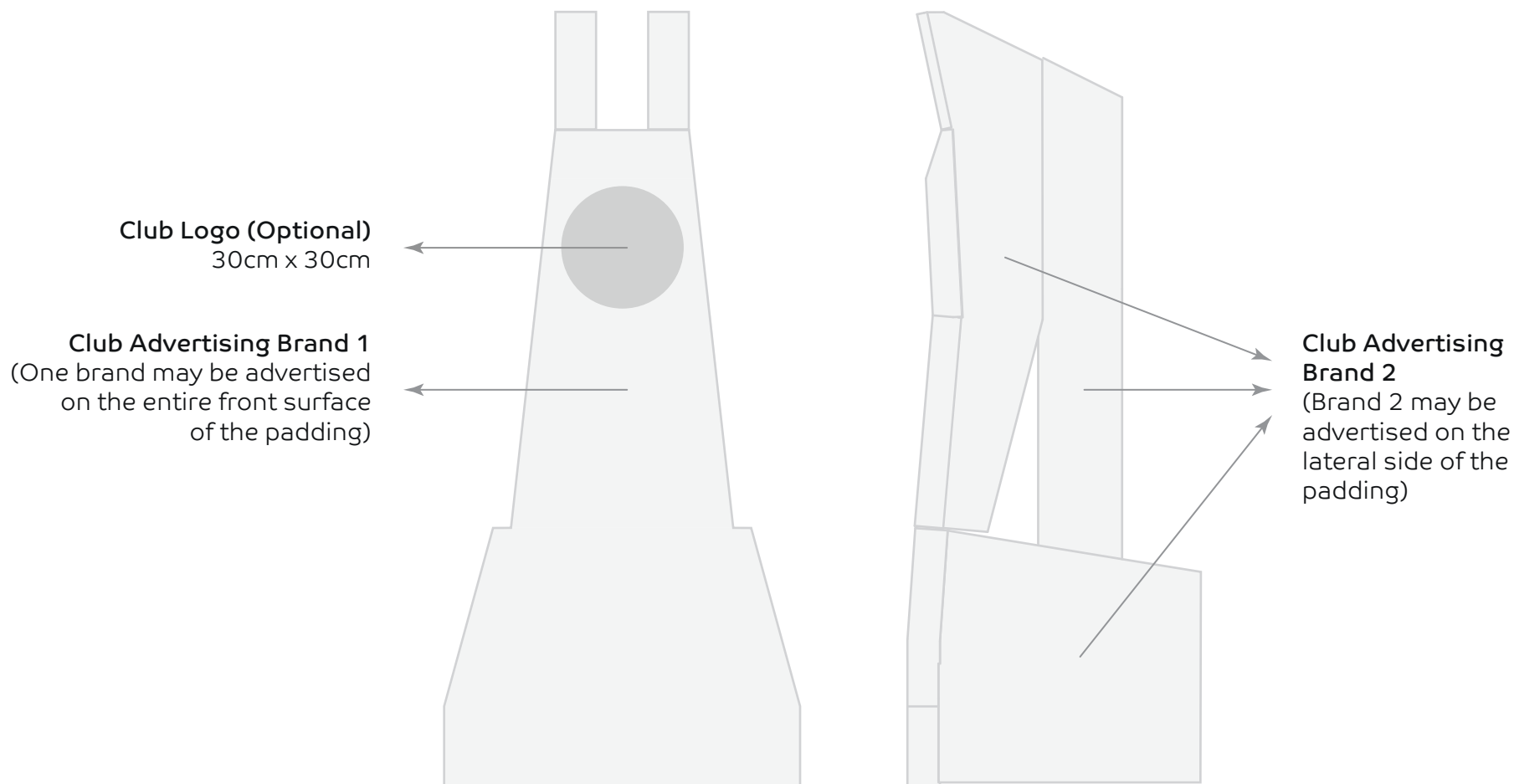


GRAPHIC No. 8 COURTSIDE ADVERTISING

Technical Equipment: PADDING (Front and Lateral Sides)

FRONT VIEW

LATERAL VIEW



GRAPHIC No. 9

SHOT CLOCK AND ADDITIONAL GAME CLOCK

10:00
24

7:35
7

59:8
4.9

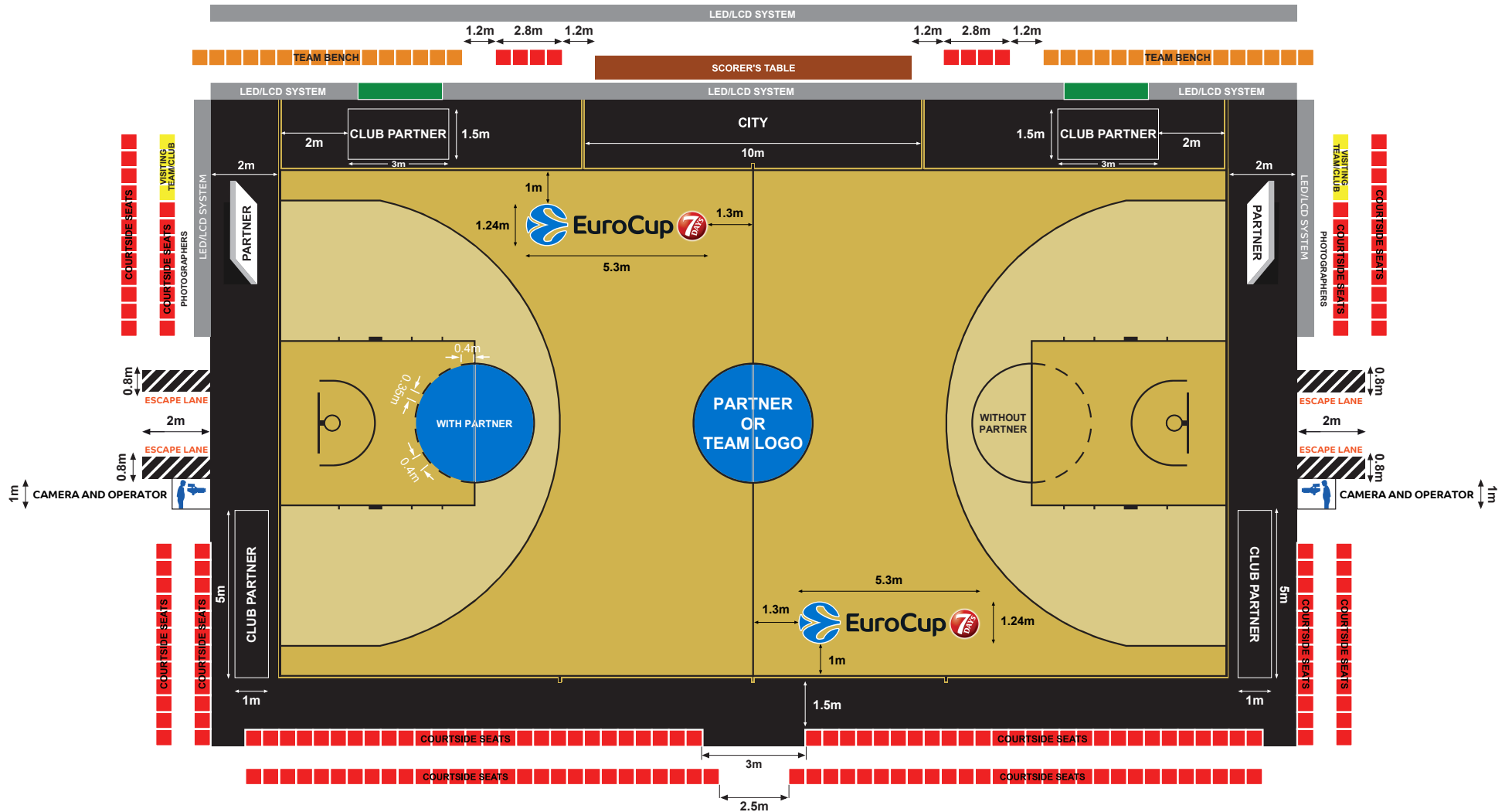
8:4
0.3

0:7

GRAPHIC No. 10a

PLAYING COURT AREA LAYOUT

■ COURTSIDE SEATS
 ■ OPEN AREA FOR MAX. 3m
 ■ 4 SEATS FOR VISITING TEAM/CLUB NEXT TO VISITING TEAM BENCH

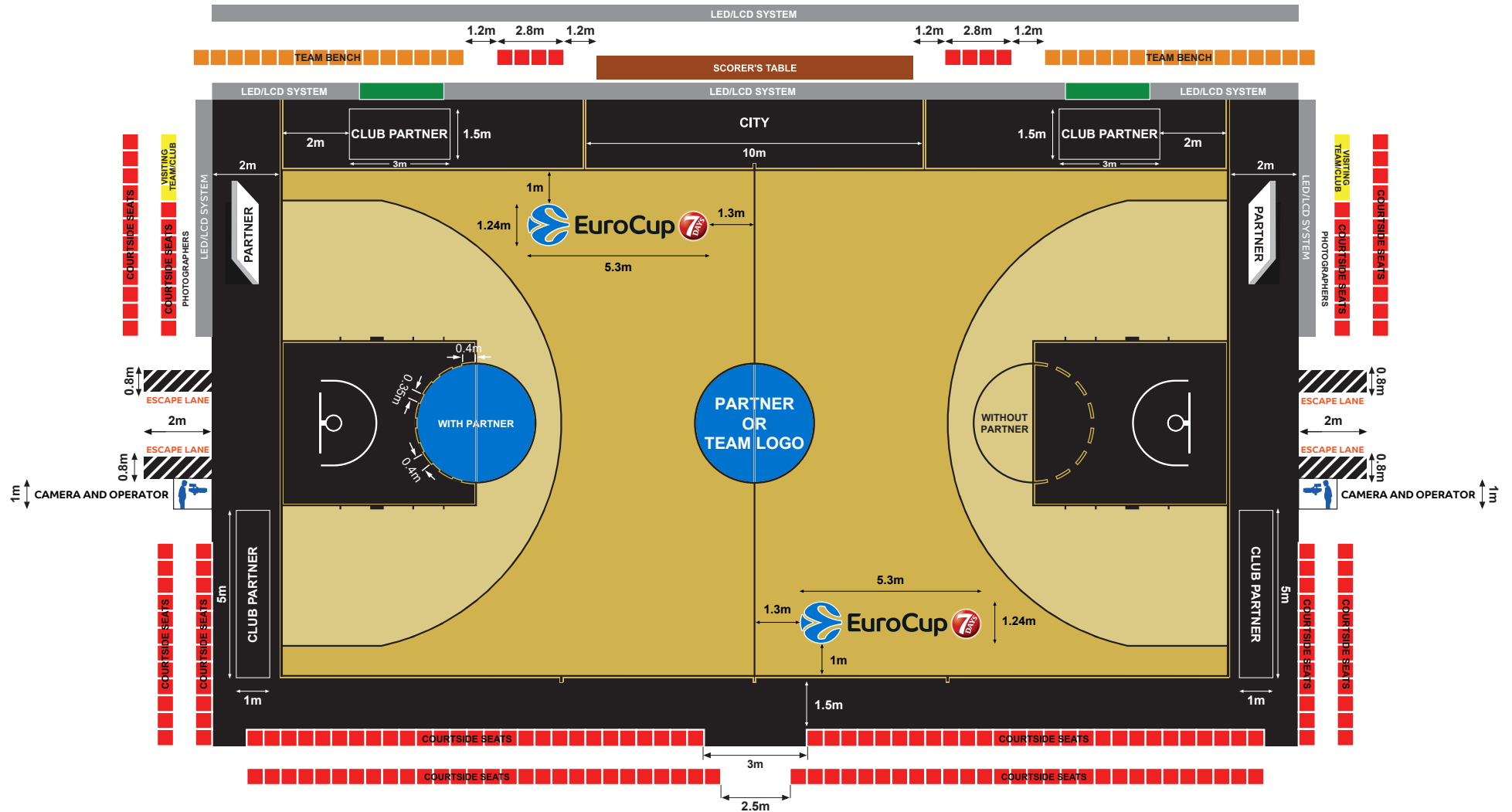


GRAPHIC No. 10b

PLAYING COURT AREA LAYOUT

Alternative Colour of the Playing Court

■ COURTSIDE SEATS
 ■ OPEN AREA FOR MAX. 3m
 ■ 4 SEATS FOR VISITING TEAM/CLUB NEXT TO VISITING TEAM BENCH

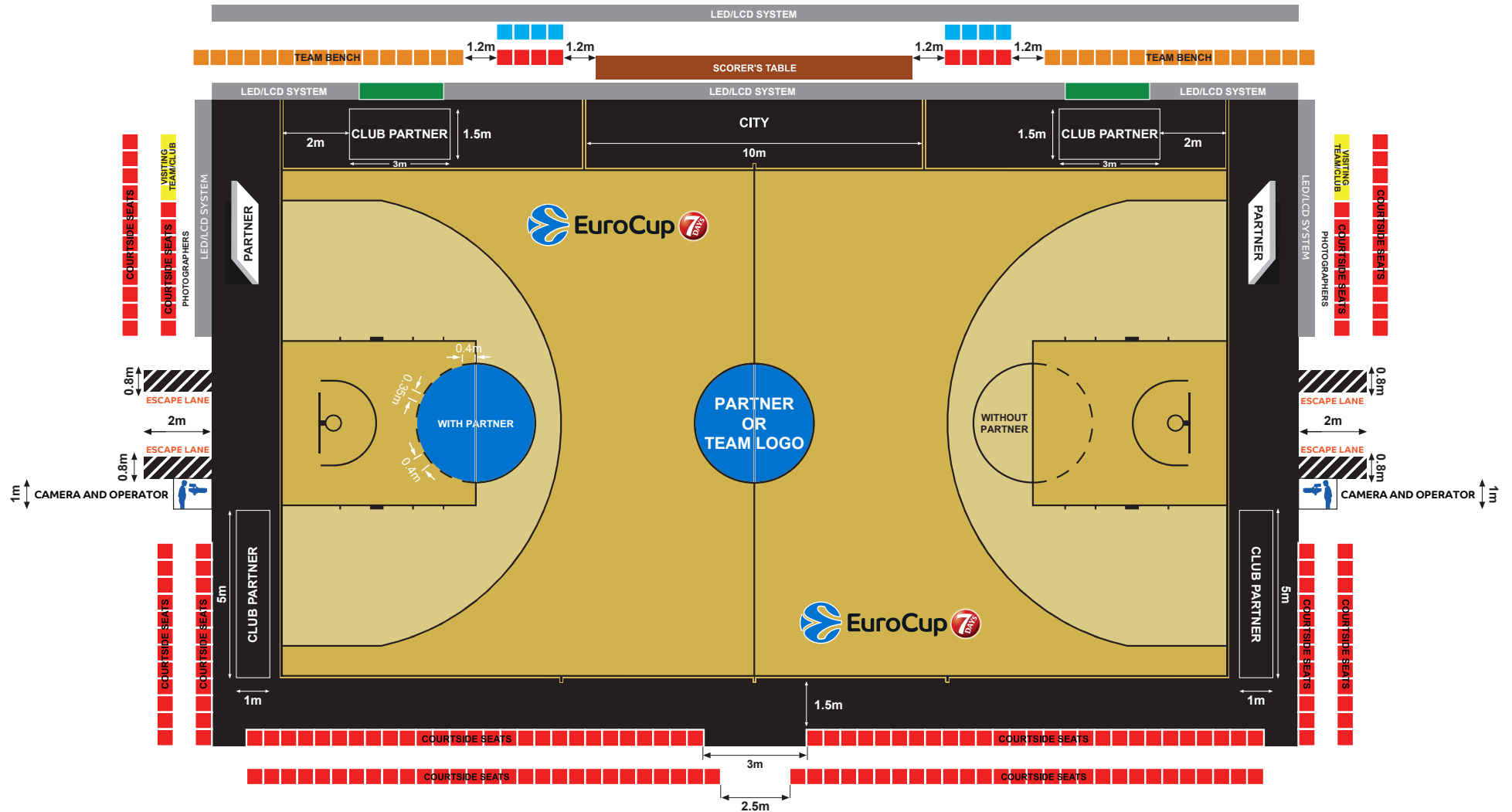


GRAPHIC No. 10c

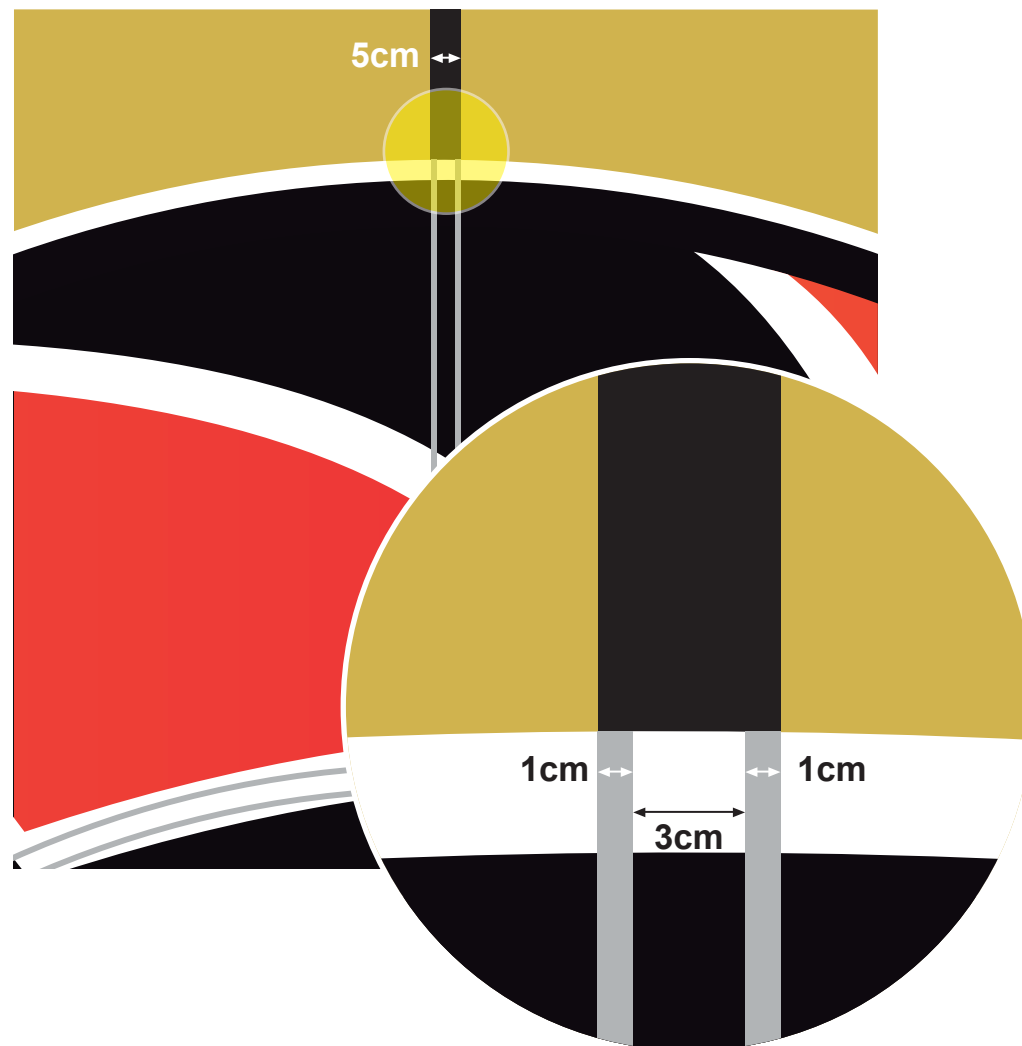
PLAYING COURT AREA LAYOUT

Courtside Seats next to the Team Benches

■ COURTSIDE SEATS
 ■ OPTIONAL COURTSIDE SEATS
 ■ OPEN AREA FOR MAX. 3m
 ■ 4 SEATS FOR VISITING TEAM/CLUB NEXT TO VISITING TEAM BENCH

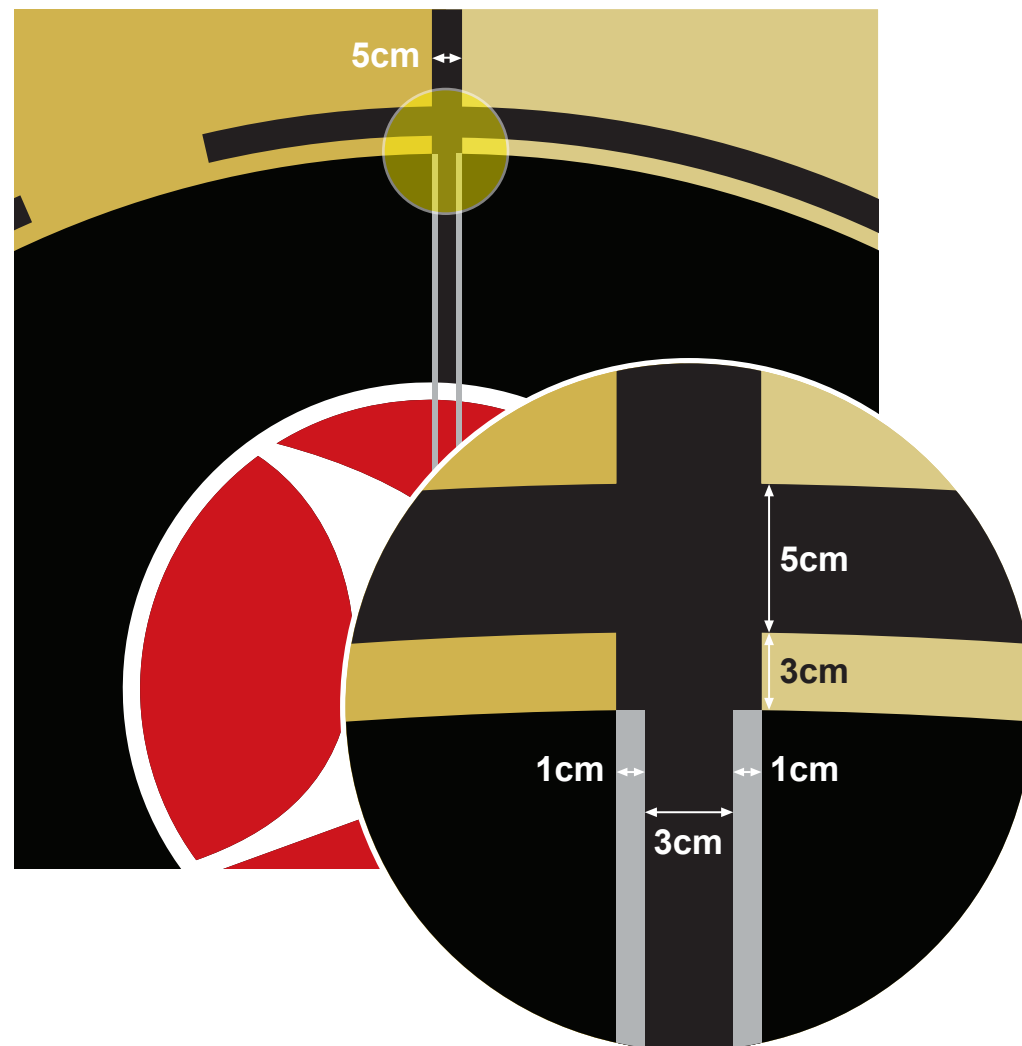


GRAPHIC No. 10d CENTRE CIRCLE AREA LAYOUT



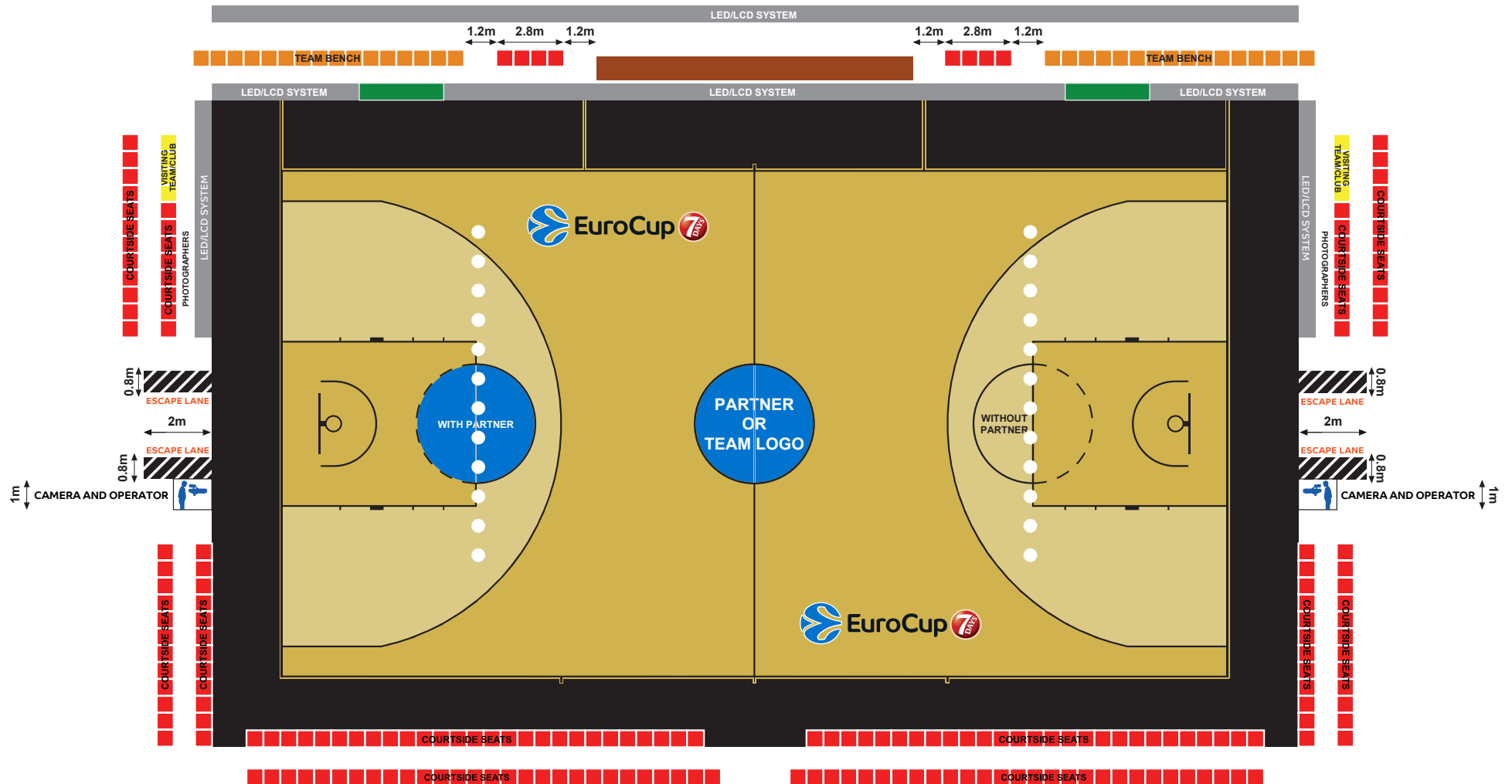
GRAPHIC No. 10e FREE-THROW AREA LAYOUT

Only when the colour of the free-throw partner logo is the same as that of the lines marking the playing court



GRAPHIC No. 11 TEAM PRESENTATION

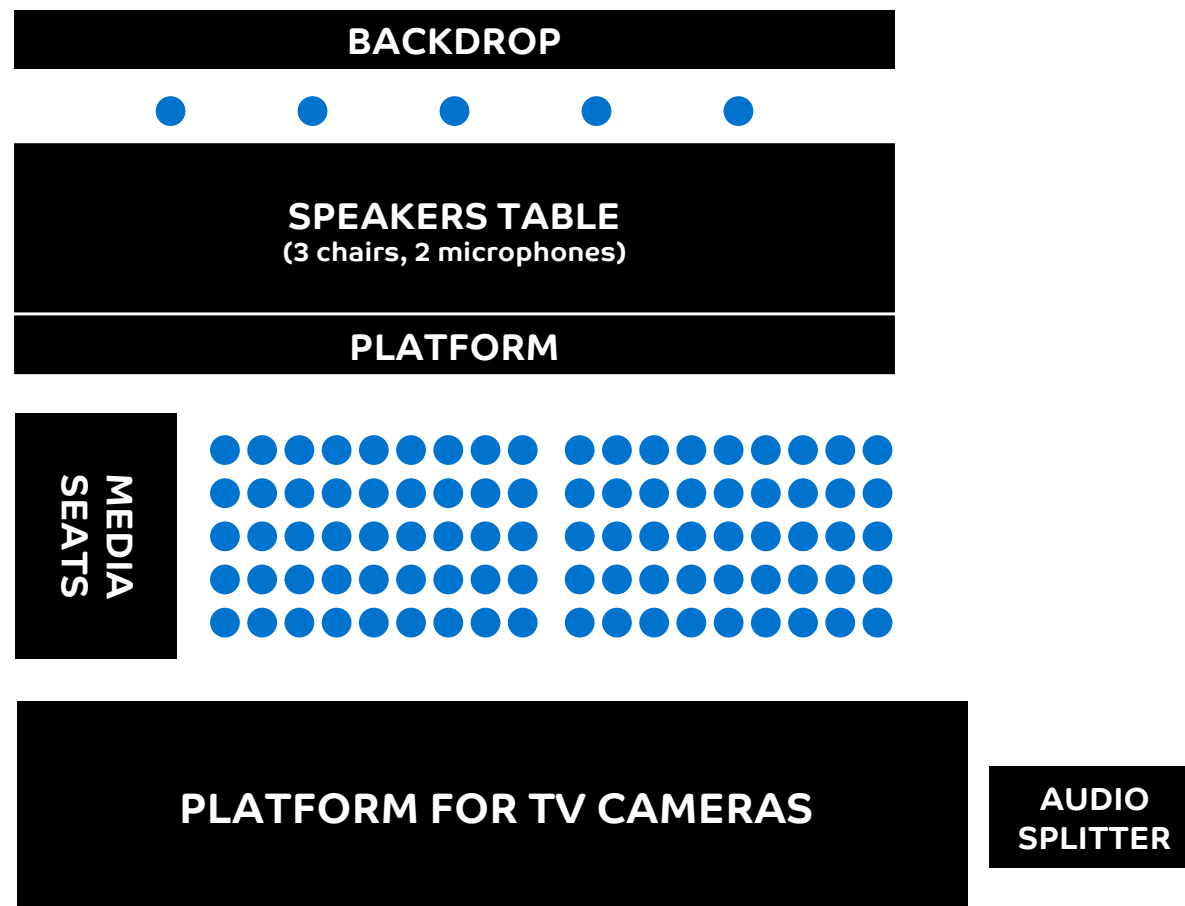
■ COURTSIDE SEATS
 ■ OPEN AREA FOR MAX. 3m
 ■ 4 SEATS FOR VISITING TEAM/CLUB NEXT TO VISITING TEAM BENCH



GRAPHIC No. 12

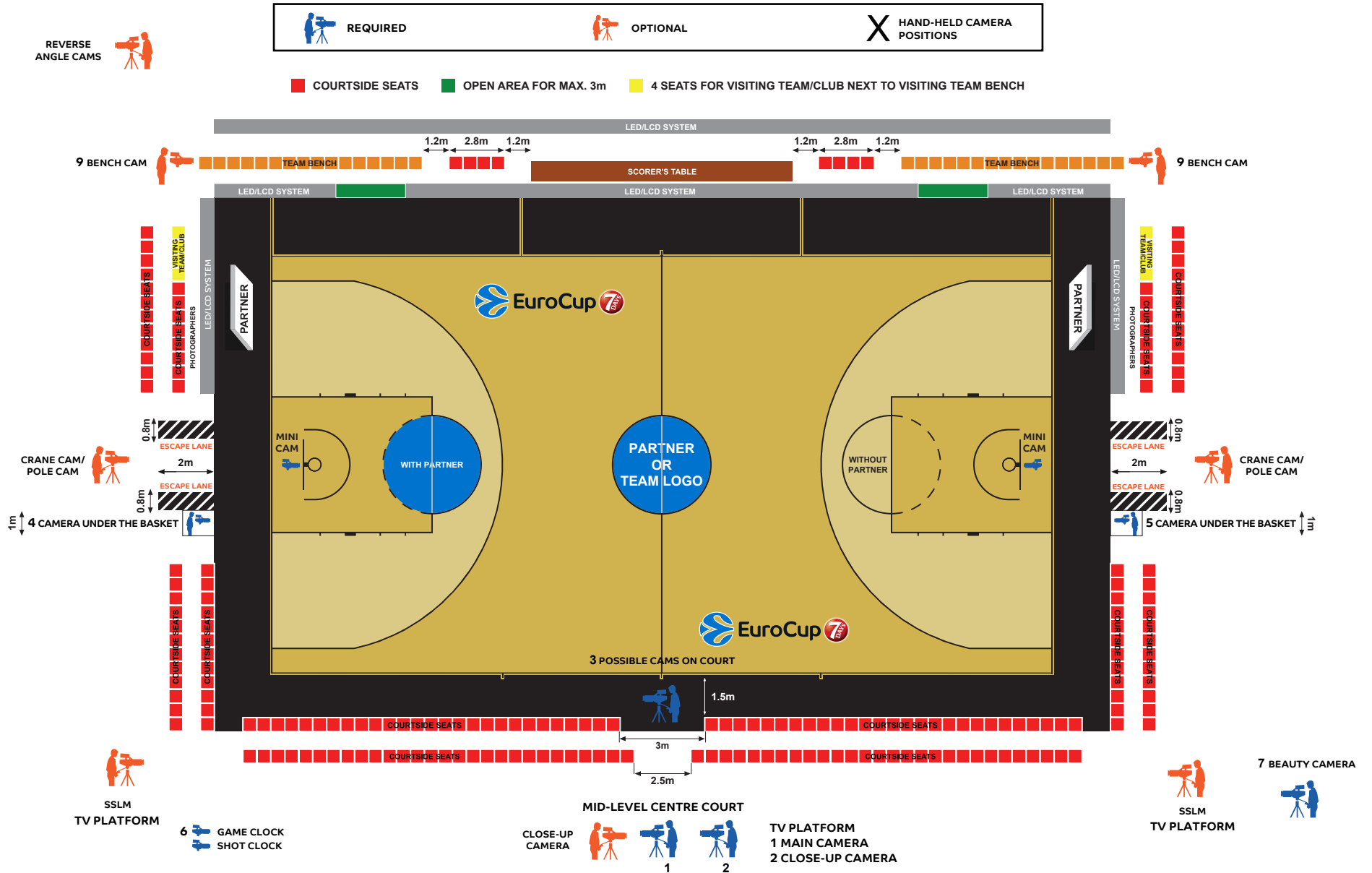
PRESS CONFERENCE ROOM LAYOUT

Press Conference Room



GRAPHIC No. 13

REQUIRED AND OPTIONAL CAMERA LOCATIONS



GRAPHIC No. 14 INSTANT REPLAY MONITOR SET-UP



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 Ventures 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 relevant bylaws. Subsidiarily, the laws of Switzerland will apply. In case of a lacuna in the relevant 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 Euroleague Basketball 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.
- 3.4. Infringements related to the failure to honour awards of the Euroleague Basketball Disciplinary Chamber (Chapter II, Section IV).

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. When exercising the disciplinary power, the hearing bodies will apply a comfortable satisfaction standard of proof unless otherwise provided by this Code.

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.

The clubs must deliver a copy of the Code to their players, coaches and/or in general to all their Individuals. In addition, the clubs must immediately inform their Individuals whose rights or interests may be affected about any disciplinary proceeding, including but not limited to the notification of the opening of the proceeding and its resolution.

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 competitions, games and/or events.
- d) Temporary or permanent disqualification from the competition, or prohibition of being registered in 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 Euroleague Basketball competitions up to a maximum of three consecutive seasons, with the corresponding loss of rights.
- j) Prohibition of registering new players and coaches.

Article 8. Conditionally Suspended Sanctions

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 by the Finance Panel at the request of the Euroleague Basketball CEO, upon motivated recommendation by the Management Control Commission. 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.

Should a sanction impose a game behind closed doors or the closure of an arena, it will be enforced in the next home game that takes place at least 72 hours after the notification of the decision.

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.

The hearing bodies may order the adoption of the necessary measures to ensure the enforcement of sanctions and/or avoid infringements being committed.

Article 15. Exculpatory Circumstances

Exculpatory circumstances include fortuitous events, force majeure, legitimate self-defence to avoid aggression and/or threat to safety, having to prove, on a balance of probabilities, that the alleged infringement was committed due to the honest and reasonable belief of the infringing party that there was a serious threat to the life or safety of any person.

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.
- c) Compelling justification, having to produce enough credible evidence to prove, on a balance of probabilities, that genuine and prevailing reasons exist (or existed) to objectively justify the conduct of the infringing party taking into account all the relevant circumstances.

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 ban on registering new players and coaches pursuant to an infringement of Article 32 a) or Article 38, or the imposition of a fine, and either of them 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 Euroleague Basketball 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 these actions.
- i) The direct or indirect participation in betting on any basketball-related bet, including the passing on of confidential information (it being understood as any information relating to any competition that a person possesses by virtue of their position in relation to the Euroleague Basketball competitions, excluding any information already published or common knowledge that are easily accessible to interested members of the public or disclosed in accordance with the applicable rules and regulations) that may be subsequently used for betting.
- j) Failure to report any suspicious activity or approach with regard to potential match-fixing infringements.
- k) Failure to cooperate in an investigation, or obstructing or delaying any investigation by concealing, tampering with or destroying any documentation or other information that may be relevant to any potential match-fixing investigation.
- l) Refusal to take part in the mediation proceedings and/or the breach of the settlement agreement reached in them.

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) Attempting to persuade an Individual employed by another club participating in the Euroleague Basketball competitions to join the club, directly or through any related Individuals and any other third party acting on behalf of the club, or making public comments in any media format that directly or indirectly attempt to persuade the Individual to join the club, unless the club of origin has previously granted express permission to negotiate with and/or make an offer to the Individual.
- g) Any serious case of poor organisation of a game when it does not amount to a serious infringement.
- h) Lack of cooperation and accessibility of the coaches and players with the Company, the TV crew or with the media in general.

- i) 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.
- j) 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.
- k) 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 28 to 31 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 competitions, games and/or events for a period from one to four years.
- c) Temporary disqualification from the Euroleague Basketball competitions for a period from one to four years or for three or more games.
- d) Permanent disqualification from the Euroleague Basketball competitions.

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 competitions, 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 club, 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, unless there is a justified injury or illness.
- 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 with the exception of what is established in Article 31 below.
- 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 Euroleague Basketball competitions for a period of one season or up to a maximum of three consecutive seasons.
- e) Permanent disqualification from the Euroleague Basketball competitions.
- 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 Euroleague Basketball competitions 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 Euroleague Basketball competitions 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 EUROLEAGUE BASKETBALL FINANCIAL STABILITY AND FAIR PLAY REGULATIONS

Article 32. Types of Infringements

The following are considered infringements:

- a) Having overdue payables with former players, coaches and/or club employees, having overdue payables for more than two months with current 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 the percentage established in the Euroleague Basketball Financial Stability and Fair Play Regulations.
- c) Not providing the documentation or not respecting the deadlines established in the Euroleague Basketball Financial Stability and Fair Play Regulations.
- d) Failure to cooperate in any investigation carried out by the Companies, including 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 or ratified by the latter as a consequence of a monitoring process or adjudicatory proceeding.
- f) Not demonstrating revenues above the amount established in the Euroleague Basketball Financial Stability and Fair Play Regulations across an entire season.
- g) Allocating to player salaries an amount that exceeds 65% of the total expenses of the club across an entire season.
- h) Having direct or indirect contributions from the shareholders/related parties of each club representing more than the percentage of the total expenses established in the Euroleague Basketball 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, with the exception of what is established in Articles 35, 36 and 37 below.
- 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 and coaches.
- h) Limitation on player expenses.
- i) Limitation on contributions from the shareholders/related parties of each club.

Article 34. Specific Sanction about Having Overdue Payables towards Players and/or Coaches

In the event that a club is sanctioned for overdue payables towards current or former players or coaches, an automatic ban on registering new players and coaches will be in place until an agreed settlement is reached by the parties regarding the overdue payables. The Finance Panel may impose any additional sanction as indicated in Article 18.

Article 35. Specific Sanction about Excess in Direct or Indirect Contributions from the Shareholders/Related Parties above the Total Expenses

In the event that the direct or indirect contributions from the shareholders/related parties of a club exceed the allowed amount established in the Euroleague Basketball Financial Stability and Fair Play Regulations for an entire season, the club will be sanctioned with a sum in relation to the exceeded amount in accordance with the table below:

Excess above the Allowed Amount		Club Budget Level					
From	To	< €15M		€15M - €30M		>€30M	
		First Infringement	Recidivist	First Infringement	Recidivist	First Infringement	Recidivist
€0	€1,000,000	10%	15%	20%	30%	40%	60%
€1,000,001	€2,000,000	20%	30%	40%	60%	80%	120%
€2,000,001	+	30%	45%	60%	90%	120%	180%

The Finance Panel may apply extenuating factors and/or circumstances to the table above.

Article 36. Specific Sanction about Allocating to Player Salaries an Amount that Exceeds 65% of the Total Expenses of the Club across an Entire Season

In the event that a club exceeds the amount of 65% allocated to player salaries, it will be sanctioned with a sum in relation to the exceeded amount in accordance with the table below:

Excess above the Allowed Amount		Club Budget Level					
From	To	< €15M		€15M - €30M		>€30M	
		First Infringement	Recidivist	First Infringement	Recidivist	First Infringement	Recidivist
€0	€1,000,000	5%	10%	10%	20%	20%	40%
€1,000,001	€2,000,000	10%	20%	20%	40%	40%	80%
€2,000,001	+	15%	30%	30%	60%	60%	120%

The Finance Panel may apply extenuating factors and/or circumstances to the table above.

Article 37. Specific Sanction about Providing False or Inaccurate Statements or Documents or Omitting to Provide Due Information or Documents

In the event that a club provides false or inaccurate information regarding players' and/or coaches' contracts, it will be sanctioned with a fine amounting to double the defrauded amount.

SECTION IV: INFRINGEMENTS AND SANCTIONS RELATED TO THE EUROLEAGUE BASKETBALL DISPUTE RESOLUTION CHAMBER

Article 38. Types of Infringements

The failure to honour an award of the Euroleague Basketball Dispute Resolution Chamber may be object of any of the following sanctions

- 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, or prohibition of being registered in the Euroleague Basketball competitions.

- e) Victories discounted from the team's standing.
- f) Prohibition of registering new players and coaches.
- g) Limitation on player expenses.
- h) Limitation on contributions from the shareholders/related parties of each club.

CHAPTER III

DOPING INFRINGEMENTS AND SANCTIONS

Article 39. 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 40. 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 41. Right of Intervention and Representation

Proceedings directed towards Individuals will be notified to the club with which the Individual is linked. Any person or entity whose rights or interests may be affected by the opening of a proceeding 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 42. 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 43. 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 or an EBDRC award, and decisions of the Disciplinary Judge and the Appeals Judge – or the Appeals Panel when appropriate, as established in Article 62.

Article 44. 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 45. 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 Infringements under the Material Scope of Article 3.1

Article 46. Jurisdiction Based on the Type of Infringement

- 46.1. 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 49.
- 46.2. 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 50 and, in the case of appeals, by the Appeals Judge or – where appropriate – the Appeals Panel.

Article 47. 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 48. 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 49. Procedure for Minor Infringements

- 49.1.** 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.
- 49.2.** 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.

- 49.3. 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.
- 49.4. 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.
- 49.5. 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 50. Procedure for Serious Infringements

- 50.1. 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.
- 50.2. After this proceeding has been opened, the Disciplinary Judge may explain and order *ex officio* any provisional measures deemed necessary.
- 50.3. 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 50.1.

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 hearing may be electronically recorded.

The Disciplinary Judge is entitled to decide to extend when necessary the period set for handling the case.

- 50.4. 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.

- 50.5. 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 Infringements under the Material Scope of Article 3.2

Article 51. 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 52, and in exceptional circumstances, Article 52. 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 52. Ordinary Proceedings

- 52.1.** 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 54 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.
- 52.2.** 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.
- 52.3.** 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.
- 52.4.** 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.
- 52.5.** 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.
- 52.6.** The presumption of truthfulness will be applied to the scoresheet of the game, together with any complementary reports of the officiating crew, the Euroleague Basketball delegate(s) and Euroleague Basketball representative(s) at the game, though these documents can be contested by any means of evidence admitted by law.

- 52.7.** 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.
- 52.8.** 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 52.3.
- 52.9.** If any of the reports referred to in the previous Article 52.3 and Article 52.4 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.
- 52.10.** 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.
- 52.11.** The Disciplinary Judge will make the ruling within seven days from the time he considers that the exchange of communications is complete.
- 52.12.** 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 53. 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 52.2 and 52.3 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 52.9 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 54. 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 52.

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 53.

SUBSECTION III: Game-Related Situations

Article 55. 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 52, or if the circumstances so warrant, Article 53.

Article 56. Suspension of the Game

For all instances when a game is suspended under Articles 30 to 33 of the EuroLeague Regulations or Articles 28 to 31 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 52, or if the circumstances so warrant, Article 53.

SUBSECTION IV: Procedures for Infringements under the Material Scope of Article 3.3

Article 57. 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 58. Monitoring Phase

- 58.1.** 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, by itself, by requesting compliance audits, or by requesting the Companies to carry out an investigation.

Upon the opening of a monitoring phase by the Management Control Commission for a potential infringement of the Euroleague Basketball Financial Stability and Fair Play Regulations, the Management Control Commission will inform the Euroleague Basketball CEO, who may impose provisional measures to ensure the effectiveness of the investigations carried out, including but not limited to temporary suspension of economic distribution rights.

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. The hearing may be electronically recorded. All costs derived from this hearing will be covered by the requesting party.

58.2. 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 59;
- 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 59. 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 60. Adjudicatory Proceeding

- 60.1.** 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.
- 60.2.** 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.
- 60.3.** 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. The hearing may be electronically recorded. All costs derived from this hearing will be covered by the requesting party.

- 60.4.** The Finance Panel will issue the ruling within 30 days from the time it considers that the exchange of communications is complete.
- 60.5.** 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.

- 60.6.** The Finance Panel will issue its resolution in writing, in which it may:
- a) dismiss the case; or
 - b) impose the corresponding disciplinary measures.
- 60.7.** 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.
- 60.8.** The decisions of the Finance Panel are final and may be directly appealed to the Court of Arbitration for Sport in accordance with Article 61.

SUBSECTION V: Procedures for Infringements under the Material Scope of Article 3.4

Article 61. Award Honouring Proceeding

- 61.1.** Any party to a Euroleague Basketball Dispute Resolution Chamber (EBDRC) proceeding, may notify the Euroleague Basketball CEO of the failure to honour an award by the other party, by providing together with its request the complete file of the proceeding.
- 61.2.** The Euroleague Basketball CEO, will notify the party concerned, giving them a period of five days from receipt of the notification, to make any appropriate arguments in defence, adjoining any pertinent evidence in support of them.
- 61.3.** After this period the Euroleague Basketball CEO will not admit any further arguments in defence other than those specially requested by him.
- 61.4.** The Euroleague Basketball CEO will make the ruling within five days from the time he considers that the exchange of communications is complete. 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.

SUBSECTION VI: Appeals

Article 62. Internal Appeals

- 62.1.** 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 62.4 below and subject to the rule of Article 43 – 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.
- 62.2.** 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 53 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.

- 62.3.** 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 62.4 below.
- 62.4.** 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.

62.5. 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.

62.6. The appeal must be accompanied by a proof of payment of a fee of 600 euros to EP for the right to appeal.

62.7. 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.

62.8. 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.

62.9. 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. The hearing may be electronically recorded. All costs derived from this hearing will be covered by the requesting party.

62.10. 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.

- 62.11.** 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 63. Court of Arbitration for Sport

63.1. 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.

- 63.2.** The defendant to be named in such appeals is EP and any other party to the proceedings before the hearing bodies.

- 63.3.** 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 under Chapter IV, Section II, Subsection IV.
- e) Decisions made following the procedure of Article 53.
- f) 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. Senior Director, Officiating

- 1.1.** The Senior Director, Officiating will oversee the Officiating Department.
- 1.2.** Functions of the Senior Director, Officiating 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 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 EuroLeague officiating crew will comprise the crew chief, umpire 1, umpire 2 and six unified scorers (timer, shot clock operator, data entry scorer, caller/backup 1, caller/backup 2 and the IRS operator). To all effects, the EuroCup officiating crew will comprise the crew chief, umpire 1, umpire 2 and five unified scorers (timer, shot clock operator, data entry scorer, caller/backup 1, caller/backup 2).
- 2.3. It will be the responsibility of the home club to duly inform its unified scorers of the date and tip-off time of the games, so that they 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.

CHAPTER II

Officials

Article 4. Nominations

- 4.1. The Company will assign three referees to officiate each game (crew chief, umpire 1 and umpire 2).
- 4.2. 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.

- 4.3. The Senior Director, Officiating 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.
- 4.4. 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.
- 4.5. Any referee who for unforeseen reasons is unable to fulfil a nomination must inform the Senior Director, Officiating immediately in order that a replacement can be found.
- 4.6. Failure to comply with these Regulations may lead to referees being withdrawn from nominations.
- 4.7. Assignments for games will be sent directly to the respective referee and must remain absolutely confidential and private until the Company makes them public.
- 4.8. Any breach of Article 4.7 may result in the three referees being changed.

Article 5. Pre-Season Clinic/Training Camps

- 5.1. Prior to the commencement of each season, the Company may require all referees to report to a pre-season clinic or facility at a place and time designated by the Company.
- 5.2. Before or during the season, in addition to the pre-season clinic, the Company will have the right to require that referees also attend an instructional camp.
- 5.3. All referees will report to an additional training camp at least once every three years.

Article 6. Air Travel and Game Fees and Expenses

- 6.1. 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.

- 6.2. 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 Senior Director, Officiating 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 arena no later than 18:00 on the day before the event begins.
- 6.3. 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.
- 6.4. Every attempt will be made to make the officials' travel, including connecting flights, as convenient as possible.
- 6.5. 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, and phone of the hotel where the official will be staying.
- 6.6. Officials should under no circumstances check their game uniforms / equipment into the hold baggage, when travelling by plane. Appropriate luggage will be provided by the Company to ensure that this can be taken on board as cabin baggage.
- 6.7. The total cost of the officials' air travel is specified in the itinerary provided to the officials by the Company, based on the most cost-effective airline tickets obtainable by the Company, as stated above.
- 6.8. The General Assembly will establish the officiating game fee.
- 6.9. 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.
- 6.10. 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.
- 6.11. Travelling rules included in this article can be changed by the Company when considered beneficial for the functioning of the Officiating Department.

Article 7. Meals

Officials are free to make their own arrangements for lunch and dinner. Referee coaches are prohibited from making any meal arrangements on behalf of the referees. Under no circumstance will the officials dine with media representatives. No alcoholic beverages are allowed. Telephone and other expenses are to be paid personally by the official.

Article 8. Physical Condition and Clinic Examinations

- 8.1.** 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.
- 8.2.** 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.
- 8.3.** 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 Senior Director, Officiating 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 9. Weight Checks

- 9.1.** 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.
- 9.2.** 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.
- 9.3.** 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 Senior Director, Officiating, 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 10. Evaluation and Selection

- 10.1.** 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 Senior Director, Officiating (50%).
- 10.2.** 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.
- 10.3.** All games from the EuroLeague and EuroCup competitions (hereinafter "Euroleague Basketball competitions") will be recorded and performances reviewed by the Officiating Department.
- 10.4.** During the season a feedback will be given to referees in the appropriate manner using a combination of verbal, visual and written observations.
- 10.5.** Referees whose performances give rise for concern will be contacted by the Senior Director, Officiating who will outline the procedures in such cases.

- 10.6.** 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 Senior Director, Officiating and referee coaches.

Article 11. Restriction of Contact between Officials and Clubs

- 11.1.** Any contact that may be necessary between officials and club personnel 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, entry visas and meals.
- 11.2.** 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.
- 11.3.** Under no circumstances are officials allowed to accept gifts from club personnel, or from anyone else if the gift is related to their role as a Euroleague Basketball official.

Article 12. Game Obligations

- 12.1.** 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.
- 12.2.** Fraternalisation with any club personnel is strictly forbidden.
- 12.3.** 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.
- 12.4.** All referees will report on the floor 20 minutes before game tip-off. Referees will mostly stand on the side of the court opposite the team benches observing the warm-up of the teams.
- 12.5.** The home club is always responsible 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.

Article 13. Responsibility of the Crew Chief in Games

- 13.1.** 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 of the teams may sign "under protest".
- 13.2.** 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.
- 13.3.** 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 sending of the scoresheet at the Euroleague Basketball office. If a game is to be played less than three days following the game whose facts caused the complementary report, this report must be sent within 60 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.
- 13.4.** In the event of a doping control, this must be reported on the back of the scoresheet.
- 13.5.** 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.

In the event of any breach of this article by the club personnel, the crew chief must also send a complementary report to the Euroleague Basketball office immediately after the game, including all necessary and relevant details.

13.6. The crew chief will be responsible to deliver to a copy of the scoresheet of the game duly completed to the Euroleague Basketball delegate in order to be delivered to each team immediately following the crew chief's signature at the end of the game.

13.7. 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 14. Responsibility of the Referee Coach in the Games

14.1. The Senior Director, Officiating will nominate a referee coach in those games that he may see fit.

14.2. 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 Senior Director, Officiating within the requested deadlines. The referee coach will not have any direct or indirect involvement in the game itself.

Article 15. Reports

15.1. 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. The complementary report(s) will be emailed to the Company, who in turn will notify each club if necessary.

15.2. 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.

15.3. All reports, and other documentation must be sent by email to the Euroleague Basketball office, within 60 minutes following the sending of the scoresheet to the Euroleague Basketball office of the game (except as established in Article 13.3 regarding complementary reports of the crew chief). The Senior Director, Officiating must be informed by telephone as soon as a report is sent.

Article 16. Other Conduct

16.1. In addition to the foregoing, each official will observe and comply with all requirements of the Company, whether on or off the playing floor.

16.2. 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).

16.3. Officials may not appear as “Euroleague Basketball official” or “Euroleague Basketball referee” or “Euroleague Basketball referee coach” when making any public statement, unless authorised by the Company.

Article 17. 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 the one provided by the Company. This will be understood without detriment to the uniforms bearing the logo of the technical sponsor and the competition logo.

Article 18. Miscellaneous

- 18.1.** The referees are obliged to wear the shirt(s), jackets provided by the Company. Unless otherwise specified, black trousers and shoes are to be worn.
- 18.2.** The logo(s) designated by the Company must be worn on all shirts and jackets.
- 18.3.** 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.
- 18.4.** 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.
- 18.5.** In case of a nomination for a game being revoked, the official will not be entitled to any economic compensation or reimbursement.
- 18.6.** 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 19. Infringements Committed by Officials

- a) Aggression, threats, coercion or any act showing a lack of respect towards players, coaches, team followers, executives, other members of the officiating crew, spectators, sports authorities, or any person in general.
- b) Incorrect and unsportsmanlike behaviour, causing animosity with the spectators.
- c) Passiveness towards the unsportsmanlike conduct of the members of the participating teams.
- d) Proven partiality towards either of the teams.
- e) The intentional annotation, alteration or manipulation of the scoresheet of the game in such a manner that the notes do not coincide with what has happened on the court, malicious or false information, or any incomplete or erroneous information contained therein.
- f) The direct or indirect participation in betting on any basketball-related bet, including the passing on of confidential information (it being understood as any information relating to any competition that a person possesses by virtue of their position in relation to the Euroleague Basketball competitions, excluding any information already published or common knowledge that are easily accessible to interested members of the public or disclosed in accordance with the applicable rules and regulations) that may be used for betting.
- g) Failure to report any suspicious activity or approach with regard to potential match-fixing offences.
- h) Failure to cooperate in an investigation, or obstructing or delaying any investigation by concealing, tampering with or destroying any documentation or other information that may be relevant to any potential match-fixing investigation.
- i) Not providing the results in the established time and manner.

- j) 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.
- k) Refusal to comply with one's assigned tasks in a game or providing false reasons in order to avoid a nomination.
- l) Not confirming the availability for the games for which the member of the officiating crew has been nominated within the deadline established.
- m) Break of confidentiality of nominations.
- n) The unjustified late arrival at the arena for the game.
- o) Failure to arrive at the arena 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.
- p) Unjustifiably suspending a game.
- q) 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.
- r) Faulty copies of travel expenses.
- s) Acceptance of gifts.
- t) 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.
- u) 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.
- v) Public statements made with reference to any of the Euroleague Basketball competitions unless authorised by the Company.

- w) Social media postings about any club or Euroleague Basketball competitions.
- x) A lack of compliance by any member of the officiating crew of the instructions of the crew chief.
- y) 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 Senior Director, Officiating.

Article 20. 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 21. Procedure for Imposing Sanctions

- 21.1.** The sanctions will be imposed by the Euroleague Basketball CEO, at the proposal of the Senior Director, Officiating, through a complete resolution including the grounds that justify it after the alleged offender's arguments in defence have been heard.
- 21.2.** 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.
- 21.3.** 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.

- 21.4.** 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 22. 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 23. Expiry of Infringements

- 23.1.** Infringements will expire after three years from the day following the date of the infringement.
- 23.2.** 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 24. Expiry of Sanctions

Sanctions will expire after three years 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 25. Imposition of Sanctions

Sanctions imposed through the corresponding disciplinary proceeding will be enforced immediately. Disciplinary decisions are final and not subject to appeal.

**2020-21
EUROLEAGUE BASKETBALL
SPECIAL REGULATIONS
DUE TO COVID-19**

2020–21 EUROLEAGUE BASKETBALL SPECIAL REGULATIONS DUE TO COVID-19

Article 1. Object

The present 2020–21 Euroleague Basketball Special Regulations due to COVID-19 (hereinafter “Special Regulations”) are envisaged from the principle of Euroleague Basketball clubs being responsible for the hygiene and safety of all their Individuals, with the objective of maintaining the smooth running of the Euroleague Basketball competitions.

The 2020–21 EuroLeague and EuroCup Bylaws approved on 10 July 2020 remain in force in addition to these Special Regulations. Should there be any discrepancy between the Special Regulations and the 2020–21 EuroLeague or EuroCup Bylaws, the Special Regulations below will prevail.

Article 2. General Principles

- a) Best efforts will be made so that all games are played on the date and in the arena established by the Euroleague Basketball CEO.
- b) Decisions by the Euroleague Basketball CEO on the game arena and date are final.
- c) A game may be rescheduled to a later date by the Euroleague Basketball CEO due to restrictions as a consequence of Articles 3 or 6 below up to a maximum of three occasions as long as there are available dates.
- d) A game may undergo a relocation within the 21 days prior to its original date as long as it is played on the dates of the same competition round, without accruing to the maximum number of rescheduled games.
- e) Best efforts will be made for any game to be rescheduled to the first available date.
- f) No games will be rescheduled to be played after the following deadlines as long as there are available dates:
 - EuroCup Regular Season 5 January 2021
 - EuroCup Top 16 16 March 2021

- EuroLeague Regular Season 13 April 2021
- EuroLeague Playoffs 5 May 2021

In exceptional circumstances, the deadlines may be extended by the Euroleague Basketball CEO.

In the event that no dates are available to reschedule a game or the maximum number of reschedules is exhausted, the team whose circumstances originated the initial rescheduling of the game will forfeit the game by the result of zero to twenty (0-20) and, when applicable, the playoff series.

- g) In the event that a game is relocated/rescheduled on a first occasion due to restrictions imposed by the national or local authorities of both clubs' countries as per Article 3, all consequences will be applied as if only restrictions from the home club's national or local authorities would be in place.
- h) In the event that a game is rescheduled on a first occasion due to both teams having less than the minimum number of players as per Article 6 below, the clubs will equally share the consequences.
- i) In the event that a game is relocated/rescheduled on a first occasion due to one club having restrictions imposed by any national or local authorities as per Article 3, and the team of the other club having less than the minimum number of players as per Article 6, all consequences will be applied as if only one team has less than the minimum number of players due to COVID-19 positive tests.

Article 3. Relocation/Rescheduling due to National or Local Authorities' Restrictions

- a) If 21 days (or less) prior to a game, restrictions imposed by the national or local authorities of either club prevent the game from taking place as originally scheduled, the home club and the Company will cooperate in finding a suitable alternative arena among the different availabilities that has been previously approved by the Euroleague Basketball CEO for the 2020-21 season and that may be in another country that would allow the game to take place without any restrictions for both clubs. If following 48 hours after initiating this process there is no agreement on the relocation, the Euroleague Basketball CEO will make a final decision on the game arena.

The home club will remain responsible for the organisation of the game and all related costs, unless restrictions by the national or local authorities of the visiting club cause the first relocation or first suspension of the game, in which case all related costs will be divided equally between both clubs.

- b) Should new restrictions following the relocation of the game prevent it from taking place, or in the event that restrictions arise with no material time to play the game on the originally scheduled date, the Euroleague Basketball CEO will make the decision to suspend the game and reschedule it on a later date and in another arena.
- c) After having exhausted the maximum number of times that the game can be rescheduled, should new restrictions from any national or local authorities prevent the game from taking place, the Disciplinary Judge will declare the forfeit of the game by the result of zero to twenty (0-20), for the team whose national or local authorities caused the relocation/rescheduling of the game in the first instance. Should this article be applied, no accessory economic sanctions will be imposed on the clubs.

Article 4. Inaccurate or Insufficient Information

If 21 (or less) days prior to a game, in the opinion of the Euroleague Basketball CEO, the information provided by the clubs on restrictions imposed by their national or local authorities is inaccurate or insufficient, or the restrictions are insufficient to require the reorganisation of the game in a neutral country, the Euroleague Basketball CEO will make a final decision on the game arena. The home club will remain responsible for the organisation of the game and all related costs.

Article 5. Refusal to Participate

- a) If either club refuses to take part in the game without an existing restriction following its relocation/rescheduling, it will be held responsible for the game not taking place and the Disciplinary Judge will declare that the refusing team loses by the result of zero to twenty (0-20) and, when applicable, the playoff series.
- b) If both clubs refuse to play or both are responsible for a game not taking place when there is no existing restriction, the Disciplinary Judge will declare that both teams lose the game by the result of zero to twenty (0-20) and, when applicable, the playoff series.

- c) In addition to the automatic loss awarded under this Article 5, the Disciplinary Judge will also impose a fine from 100,001 euros up to 200,000 euros.
- d) In the case that an infringement of this Article 5 is repeated (recidivism), the applicable sanction against the infringing club will be the disqualification from the Euroleague Basketball competitions for the current season, and the ancillary sanction imposed will be a fine from 200,001 euros up to 300,000 euros.

Article 6. Minimum Number of Players due to COVID-19 Positive Tests

If a team has less than eight players on the Authorisation List fit to play due to one or more players having tested positive for COVID-19, the game may be rescheduled to a later date. If the national or local authorities of one or both teams involved or of the place where the game is scheduled to be held (in case of a neutral country) prevent a team from participating in the game despite having at least eight players on the Authorisation List fit to play, the game may be rescheduled to a later date. If a team is put into quarantine by the national or local authorities, the game may be rescheduled to a later date.

The team that causes a suspension of a game due to COVID-19 positive tests will bear all extra costs derived from the rescheduled game, in addition to the additional travel, accommodation and local transport expenses incurred by the opposing team, if necessary.

Should the cause of the first rescheduling be both teams not being able to play according to the circumstances stated in the first paragraph of the present article, both teams will forfeit the game by the result of zero to twenty (0-20).

Should this article be applied, no accessory economic sanctions will be imposed on the clubs.

Article 7. Procedure

- a) If a game does not take place due to an application of these Special Regulations, the clubs 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.

- b) The Disciplinary Judge will also accept the arguments in defence, allegations, reports and evidence provided by the clubs concerned regarding any incident or anomaly concerning or related to the referred game, provided that they are presented within 24 hours following the notification of the proceeding. 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.
- c) The Disciplinary Judge will make the ruling without any grounds. This ruling will be issued as promptly as possible, no later than within the 24 hours following the time he considers that the exchange of communications is complete.
- d) The decisions made by the Disciplinary Judge as a consequence of these Special Regulations are final and not subject to appeal.

Article 8. Miscellanea

- a) The Company will keep an updated list of existing authorities' restrictions and approved available arenas at the disposal of all clubs, based on the information that the clubs have provided.
- b) The clubs undertake to notify the Company, with the shortest delay, of any change in the restrictions that may affect their scheduled games through providing official documentation of the corresponding national or local authorities that have imposed the restrictions.
- c) If the season is suspended and subsequently resumed, the provisional group standings at the time of the suspension may be considered final to determine which team(s) proceed to the next phase.
- d) If necessary, teams will play the pending game(s) in order for all teams in the group to play the same number of games.
- e) If for any reason, the Regular Season, Top 16, Quarterfinals, Semifinals, Finals, Playoffs and/or Final Four cannot be completed, the General Assembly will decide on the final standings of the season, if any.
- f) Each club is responsible for its own travel, hotel and local transport to any game venue. Should the lifting of restrictions imposed by national or local authorities permit to relocate a game to its original location, the home club may choose whether to relocate the game back, and if so it will bear the additional costs of the visiting team's travel.

- g) In accordance with the general regulations of the Euroleague Basketball competitions, a club may opt to travel on the same day of the game. In this case, the inability to reach the city where the game is to be held for reasons other than authorities' restrictions will entail the forfeit of the game by the team of this club.

FINAL PROVISION

The present version of the Special Regulations has been approved on 17 November 2020 and will have retroactive effect to any decisions already applied regarding the 2020–21 season.



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