



European Seniors Basketball Association (ESBA) REGULATIONS for Championships

Approved by the Board of ESBA on January 14, 2015 in Vilnius, Lithuania

I. GENERAL REGULATIONS

1. The rules of the current Regulations apply for championships organized by ESBA.
2. Every player, coach, team manager, the Championship organizers and any official attendant shall fulfill and honor all and every ESBA Regulations and ESBA Rules.
3. The Championship management:
 - a. ESBA Board
 - b. ESBA Director
 - c. Local Organizing Committee (LOC)
 - d. Head of LOC
 - e. Head referee
 - f. Technical Committee and Jury Appeal
 - g. Commissioner(s)
4. The official language of the Championship is English. Any other language may be used by consensus. In case of doubt the English language shall prevail.
5. **LIVE statistics** will be available during all games of the Championship.
6. The official game ball of the Championship will be announced at least 2 months before the Championship. Balls will be provided by ESBA.

II. AGE CATEGORIES

7. Age categories are as follows:
 - a. Women: 35, 40, 45, 50 and 55 years and over
 - b. Men: 40, 45, 50, 55, 60, 65, 65 and 70 years and over
8. Age determined at **December 31** of the Championship year.
9. No player is allowed to play in more than **one** team and more than **one** category at the Championship.

III. PARTICIPANTS

10. Participants include: all players, coaches, team managers, delegates, referees, score keepers, journalists, companions, event governors and staff.
11. Each participant will receive a Participant accreditation card of the Championship without personal identification. It will help to recognize a participant during Championship events and will help them to get some benefits, discounts at Championship partners.

IV. PLAYERS AND THEIR ELIGIBILITY

12. Every player has to be in possession of an ESBA-issued **Player ID Card**, valid for all ESBA Championships. It confirms his/her eligibility to play in the respective age category (*Annex 1*)
13. The Player ID card indicates the player's name, surname and date of birth alongside a personal photo, the identity number of ESBA and the date of issue.
14. The personal information from a player's ESBA Player ID will be reflected in the player's profile on the ESBA official website.



15. A player has to bring his/her Player ID Card to every game of the Championship or to delegate this task to Team manager.
16. Only players from the ESBA official “**List of players**” approved and signed by Commissioner during the Technical meeting will be admitted to the game.

V. NEW PLAYERS’ ID CARDS ISSUING

17. In order to issue a Player ID Card for players not already in possession of one, the following information about each player must be sent by email to ESBA at latest 10 days before the Championship:
 - a. Player’s name, surname, date of birth;
 - b. portrait photo (not smaller than 500 pixels, preferable in proportion 3:4);
 - c. scanned copy of a valid passport or certificate of identification;
18. Player ID cards are provided **free of charge** for the first time. Any further production of them (in case they are lost or damaged) will be a paid service of 10 EUR per card.
19. Commissioner issues the new Players ID Cards to a Team manager by collation with data in the original identification documents of the players (passports, certificate of identification) during the Technical meeting.

Note: Player ID Cards won’t be produced in ESBA Championship venues.

VI.EXCEPTION IN CASE OF MISSING PLAYER ID CARD

20. In case of the missing Player’s ID card (never issued or not ordered before the Championship):
 - a. Player has to present to the Commissioner a valid identification document (passports, certificate of identification);
 - b. Player has to be photographed by ESBA photographer;
 - c. Commissioner will make a copy of the presented identification document and will add it to the ESBA official “List of approved players”; after paying a fee of 10 EUR, the player will be eligible to participate in the Championship.
21. In arrival to the next Championship this Player will be provided with his/her Player ID card.

VII. TEAM MANAGER

22. Team manager (he/she can also be one of the team’s players) is responsible for the accurate registration (by email) of his/her team before the Championship - presenting the “List of players” (*Annex 2*)
23. As Championship will be provided with LIVE statistics of every game, the players’ registration shall be completed 7 days before the start of the Championship.
24. Twenty (20) minutes before each game, Team manager shall provide the Officiating table with:
 - a. the copy of ESBA official “List of approved players”
 - b. to check their uniforms numbers for that game in order to avoid of any misunderstanding for LIVE statistics during the game and all Championship.
25. As well as the team managers are responsible for the bringing of the ID cards to every game of the Championship and **on request** of Referee to present them or just put the ID cards’ pocket to the Officiating table.



26. Team managers of both teams involved in the game are allowed to clarify at the Officiating table the eligibility of any player of the opposing team during the breaks or at the end of the game (but before the signing of the score sheet). Other option – to check player’s profile in ESBA website (p.14).

Note: ESBA will provide Team managers with a special ID cards’ pocket, to keep the cards safe.

VIII. COMPOSITION OF TEAMS

27. The team can consist of up to 15 persons. It must have a **minimum** of 7 players (12 players for the game), coach and one compulsory position - Team Manager with his/her obligations (Sections VII&IX).
28. No restrictions of players’ nationality in a team.

Note: If a team consists of more than 15 persons, in order to avoid any misunderstandings (e.g. at entrance of some events) Team manager has to inform about it before the Championship or — latest — during the Technical meeting.

IX. TECHNICAL MEETING

29. Team manager and/or other representative person of a team (max 2 persons from every team) is/are expected to attend the Technical meeting scheduled before the first game of the Championship.
30. Team managers will receive the Agenda at least 7 days before coming to the Championship by email (e.g. info about the Opening Ceremony, competition format, Friendly game, 3-point shooting contest, etc.)
31. During the Technical Meeting, the Head referee (section XVI), Commissioner(s) (section XVII), the Technical Committee and the Jury of Appeal (section XVIII) are announced.
32. Team manager has to get the ESBA official “List of approved players” signed by the Commissioner, which shall be presented to the officiating table of each game. The original will be kept by the Commissioner until the end of the Championship, but a copy will be given to the Team manager.
33. After a successful going through the formalities, Team manager gets the Championships gift boxes for the whole team.

X. COMPETITION FORMAT

34. The competition may be held in one or more groups depending on the number of registered teams in every category. The system of competition will be announced a week after team registration deadline.
35. The Championship will be played within 7 days (6 game days plus 1 rest day).
36. All teams will play a minimum of four (4) and a maximum of six (6) games during the Championship.
37. Every team shall play no more than one game a day and no more than three days in a row.

XI. CLASSIFICATION OF TEAMS

38. Teams shall be classified according to their win-loss records – two (2) points for each game won, one (1) point for each game lost (including lost by default) and zero (0) points for a game lost by forfeit.
39. If there are two (2) or more teams in the classification with equal points, the result(s) of the game(s) between the teams involved will be used to determine the placing.



40. If the points and the goal average in the games between the two (2) or more teams are still the same, the classification will be determined by the goal average of all the games played in the group by each team.
41. A team which, without valid reason, fails to show up for a scheduled game or withdraws from the playing court before the end of the game, shall lose the game by forfeit and receive zero (0) points in the classification.

XII. SUSPENSION OF GAMES

42. A game suspended due to any reason once started or prior its start shall not be rescheduled. The Technical Committee shall decide on the corresponding sanctions and the result.
43. There shall not be any changes in dates or games and no rescheduling of games for any reason once the tournament starts and when the game schedule is already settled.

XIII. PLAYING RULES

44. Basic playing rules:
 - a. Warm-up – 15 minutes
 - b. Playing time – 4 x 10 minute quarters
 - c. 24 second clock will be used
 - d. Half-time interval – 10 minutes
 - e. Intervals between 1st & 2nd and 3rd & 4th quarters – 2 minutes
 - f. Each team may request three time outs during the first and second half with a maximum of two per quarter.
 - g. In the event of a tie, a five minute overtime period will be played. Overtime periods will continue until a winner is determined. Overtime shall have one time-out per team. Interval between overtimes – 2 minutes.
45. Sanctions of use of ineligible player(s):
 - a. First infraction: the game is awarded to the opponents of the offending team. If the offending team lost the actual game by more than twenty (20) points, the result shall stand; if not then the game shall be awarded to the opponents of the offending team by a score of twenty to zero (20:0). In either case, the offending team shall receive zero (0) points in the classification.
 - b. Second infraction: the team shall be disqualified for the remainder of that competition
46. Any playing rule not expressly modified herein, shall be governed by the valid Official Basketball Rules as approved by FIBA.

XIV. EXCEPTIONS OF RULES FOR UPPER CATEGORIES

47. The men categories of 65+ and older and women category of 55+ will be played by standard rules except:
 - a. Playing time will be set – 4 x 8 minute quarters.
 - b. The team must bring the ball frontcourt without any limit of time.

XV. PLAY SHIRTS COLORS

48. All teams should have two sets of competition uniforms (dark and light). The first team listed on the schedule will be designated as the home team and will wear the light colored uniforms. The second



team listed on the schedule will be designated the visiting team and will wear the dark uniforms. However, if the two teams involved agree, they may interchange the colors of the shirt.

XVI. THE AWARDS OF CHAMPIONSHIP

49. Each member of the team placed 1st to 3rd in each age category, who is included in the official list of the team will be presented by medals of respective ranking (no more than 15 medals for the team free of charge).
50. The best teams in each category shall receive a Champions' Cup.
51. The most valuable players (MVP) of each category will be awarded.
52. The winners of 3-point shooting contest will be awarded (Section XX).

XVII. HEAD REFEREE

53. The Head referee is appointed by ESBA and will be:
 - a. The coordinator of the referees and officiating table.
 - b. The technical chief during the tournament.
 - c. The person sending to the Technical Committee the referees' reports.

XVIII. COMMISSIONER

54. The Commissioner(s) is/are appointed by ESBA. He/she is responsible for the execution of Players' eligibility questions in accordance to the Regulations.
55. During the Technical meeting Commissioner(s) is/are responsible for:
 - a. controlling players' eligibility to play in the respective age category
 - b. issuing of the new Players ID Cards
 - c. signing of the ESBA official "List of approved players"

XIX. TECHNICAL COMMITTEE AND JURY APPEAL

56. The Technical Committee, approved by the ESBA Board prior to the Championship, is responsible for solving appeals, conflict situations and making resolutions on all disciplinary issues under the rules and disciplinary regulations of FIBA.
 - a. The Technical Committee consists of 3 members – Head Referee of a Championship and two independent members enjoying the independency and legal practice.
 - b. Resolutions of the Technical Committee may be adopted with a simple majority of votes. In the event of a tie in the votes, Chairman of the Technical Committee has the deciding vote.
57. A jury of appeal, approved by the ESBA Board, must be formed prior to the Championship. There shall be 3 appointed members.
58. The function of the jury of appeal shall be to decide in the second instance appeals against decisions taken by the Technical Committee concerning the approval of game results and/or penalties imposed. Its verdict is final and it cannot be appealed.

XX. DOUBLE TECHNICAL FOUL

59. A player punished in the game with a second technical foul will be disqualified from the game.
60. A disqualified player in a game is suspended for the next game. Head Referee must follow the decision made.



XXI. PROTEST

61. If during Championship a team believes its interests have been adversely affected by a decision concerning the eligibility of a player(s) of the opposing team, by a decision of an official, or by any event that took place during a game, it must proceed in the following manner:
 - a. The captain of the team in question shall, immediately at the end of the game, inform the Referee that his team is protesting against the result of the game by signing the score sheet in the space marked "**Captain's signature in case of protest**".
 - b. In order to make this declaration valid, it is necessary for the official representative of the team to give confirmation of this protest in writing within the 20 minutes following the end of the game.
 - c. Detailed explanations are not necessary. It is sufficient to write: "The team X protests against the result of the game between the teams of X and Y". Then he shall deposit, as security, a sum equivalent to EUR 200 to the representative of ESBA or the Technical Committee.
 - d. Should a protest be filed by one of the teams, the Referee of corresponding game shall immediately report the incident to Head Referee.
 - e. The Technical Committee's decision must be made no later than three hours (3) after the game.
62. If the protest is accepted, the security deposit shall be refunded.
63. Should the team in question, or that of the opposing team, not be in agreement with the decision of the Technical Committee, it may then address an appeal to the Jury of Appeal.
64. To make this valid, the appeal must be made within twenty (20) minutes following the delivery of the decision of the Technical Committee and accompanied by a deposit, as security, equivalent to EUR 400.
65. The Jury of Appeal shall judge the appeal in the last instance, and its decision shall be final.

XXII. 3-POINT SHOOTING CONTEST

66. Additionally, the 3-point shooting contest will be organized.
67. The basic rules:
 - a. 3-5 age groups, depending of a range of categories (2-3 for men, 1-2 for women).
 - b. The shooting time limitation is 1:20 min for the younger categories, 1:30 for the elders
 - c. The contest shall be organized in one round, followed by Semi-finals and the Finals are following.

XXIII. TRAINING SCHEDULE

68. Each team will be able to hold one practice (~ 45 minutes) for free of charge in the day before the Championship will start in the gym where the games will be played. Training schedule has to be prepared according to the requests of the teams received 7 days before the Championship

XXIV. FINANCIAL CONDITIONS

69. Delegations (team and other companions) shall afford the following expenses:
 - a. their lodging and travel, as well as domestic travel expenses
 - b. Teams Participation fee, what includes the following minimum:



- i. Organizing of the games (gyms, officiating table, referees, LIVE statistics, water during the games)
 - ii. Opening Ceremony
 - iii. The first production of players' licenses/ID cards
 - iv. 3-point shoot-out
 - v. Friendly game
 - vi. Gold, bronze and silver medals in every age category (15 pieces)
 - vii. Cup for every best team in each category
 - viii. Prizes for the individual nominations
 - ix. Tournament gift box
 - x. Social party
70. All other charges and expenses during the tournament have to be covered by own participants.
71. The teams, who by any reason cannot participate in a Championship, will be refunded with the 50% of the payment of the registration fees subject to information to the Organizing Committee not later than forty five (45) days previous to the beginning of the Championship.
72. After the time mentioned above no refund will be reimbursed for retirement or nonattendance. The registration fees paid will be kept to cover the expenses of the championship.
73. Participants are responsible for organize their own personal accident insurance. The Participation fee does not cover personal accident insurance.

XXV. COMMUNICATIONS AND MEDIA

74. ESBA and LOC have the rights to use, record, publish, broadcast and otherwise exploit in any form of media all participant performances during the Championship.



Annex 1

PLAYER



Birthday nr.:

Nationality issued:



Signature:

www.esba-basket.com



Annex 2

1st European Seniors Basketball Association Championship Antalya 2015



Team name:
Age Group:
Team manager:
Coach:

Nr.	Name, surname	Dates of Birth	Height	Weight	Uniform Nr.	Position	Player ID Nr	Signature
1						guard		
2						forward		
3						center		
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								

With the signature on this release I confirm, that I am in good health condition to participate and compete in this tournament. I acknowledge that I am aware of all risks inherent in competition and that I accept personal responsibility for any injury, accident or illness, including possible permanent disability and death that I may suffer during the 1st ESBA Championship from June 13-21 in Antalya, Turkey

Team manager: _____

ESBA Commissioner: _____