

**European Seniors Basketball Association  
Promo Championship  
“Liepaja 2014”  
June 21-27, 2014**

**REGULATIONS**

**I. GENERAL REGULATIONS**

1. The rules of the Regulations apply for the Promo Championship “Liepaja 2014” (further - Championship).
2. Every player, coach, team manager, the Championship organizers and any official attendant shall fulfill and honor the ESBA Regulations in all respects.
3. The Championship leadership:
  - a. The ESBA Board;
  - b. The Championship Organizing Committee;
  - c. The Head referee;
  - d. The Technical Committee;
4. The official language of the championship is English. Any other language may be used in correspondence or debate. 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 is the Spalding TF 1000. Balls will be provided.

**II. AGE CATEGORIES**

7. Age categories are as follows:
  - a. Women: 35 and 40 years and over
  - b. Men: 40, 45, 50, 55, 60, 65 and 65 years and over
8. Age determined at December 31, 2014. Exception. Every team has an opportunity to register one or two younger players (maximum of 12 months younger than corresponding age group). Only one such player can be on the court at a given time.
9. Players are allowed to play in more than one category at the Championship.

**III. REGISTRATION AND IDENTITY CARDS**

10. Every participant of the Championship will receive a Participant card (section IV), every player additionally will receive their player license or an identity card, approved by ESBA (section VI).

**IV. PARTICIPANTS**

11. Participants include: all players, coaches, team managers, delegates, referees, score keepers, journalists, companions, event governors and staff.
12. Each participant will receive a Participant card of Championship without personal identification. It helps to recognize a participant in the Championship events and will help them to get some benefits, discounts with the Championship partners. Details and benefits will be available on the Championship website.

**V. COMPOSITION OF TEAMS**

13. The teams will be composed of a minimum of 7 and maximum of 15 players (12 players for the game), coach or coaches and one mandatory position – a Team Manager with his/her obligations.

14. There are no restrictions in regards to the nationality of players in a team.

## **VI. PLAYERS AND IDENTITY CARDS**

15. Every player will be provided with an ESBA issued Identity Card (ID card). It will be useful for current and all upcoming ESBA championships.
16. An ID card indicates the player's name, surname and date of birth, with a personal photo, an identity number of ESBA and the date of issue.
17. The issue of ID cards will be organized on June 21, 2014 from 2 p.m. until 9 p.m.
18. A player has to bring his/her ID card to every game of the Championship and to show it at the officiating table before the start of every game for personal identification and adequacy to the respective age group.
19. Players won't be registered for the game without providing his/her ID card.
20. In case a player can't present his/her ID card for any reason, he/she has to present any other personal identification document.

## **VII. TEAM MANAGER**

21. The team manager is responsible of the accurate registration of his team before the Championship, which includes providing the Team Roster with all players' names, surnames and dates of birth.
22. As the Championship will be provided with LIVE statistics of every game, the players' registration would be finished until 5 p.m. on 21 June, 2014.
23. The team manager is responsible for bringing the ID cards of all of the team's players and presenting them to the Officiating table of the corresponding game.
24. The team Manager is responsible for the availability of two sets of the team's playing uniforms - one light and one dark.
25. Thirty (30) minutes before each next game, the team manager shall provide the Officiating table with the roster of the 12 players and their shirt numbers for the corresponding game to avoid any misunderstandings for LIVE statistics during the game and all Championship.

## **VIII. PERSONAL ACCIDENT INSURANCE**

26. Participants are responsible for organizing their own personal accident insurance. The competitor registration fee does not cover personal accident insurance.

## **IX. APPLICATION FORMS OF RESPONSIBILITIES**

27. Every player has to sign team's Application Form regarding his/her responsibilities.

## **X. COMPETITION FORMAT**

28. Teams registered in any category are drawn to groups, following the guidelines of the official game schedule.
29. If there are less than four teams in any official category, the teams of the given category shall play against the teams of the lower category. The teams will receive only the corresponding championship medals on the basis of their placing in their own category.
30. Competition format in different age categories:
  - a. Women 35/40. The age category will play in 2 phases: 1) two teams of W35 and two teams of W40 will play round robin format. 2) The final standing will be determined by two final games between teams of the same age categories;

- b. Men 40/45. The three teams of age category M40 and three teams of age category M45 will play in round robin format. The standing will be determined by age groups (the results of games between different age groups will count towards the standings);
  - c. Men 50/55. Age category will play in 2 phases: 1) three teams of age category M50 and one team of age category M55 will play in round robin format. 2) Semifinals I – the 1<sup>st</sup> place of M50 of the first phase will play against M55, Semifinals II – the 2<sup>nd</sup> place of M50 of the first phase will play against the 3<sup>rd</sup> place of M50 of the first phase; Final games – the winner of Semifinals II will play against 1<sup>st</sup> place of M50 of the first phase and the loser of Semifinals II will play against M55;
  - d. Men 60/65. Age category will play in 2 phases: 1) three teams of age category M60 and one team of age category M65 will play in round robin format together; 2) Final games – the first place of M60 will play against the second place of M60 of the first phase, the third place will play against M65.
31. Every team shall play no more than only one game a day.
32. All teams will play a minimum of four (4) and a maximum of five (5) games during the Championship.

### **XI. CLASSIFICATION OF TEAMS**

33. Teams shall be classified according to their win-loss records, namely 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.
34. If there are two (2) teams in the classification with equal points, the result(s) of the game(s) between the two (2) teams involved will be used to determine the placing.
35. If the points and the goal average in the games between the two (2) 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.
36. 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**

37. 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.
38. There shall not be any changes in dates or games, nor do any reschedule of games for any reason, once the tournament starts and when the game schedule is already settled.

### **XIII. PLAYING RULES**

39. Any playing rule shall be governed by the valid Official Basketball Rules as approved by FIBA.

### **XIV. PLAY SHIRTS COLORS**

40. 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.

### **XV. THE AWARDS OF CHAMPIONSHIP**

41. Each member of a team placed 1st to 3rd in each age category, who is included in the official list of the team will be presented with medals of respective ranking (no more than 15 medals for the team free of charge).
42. Every best team in each category shall receive a cup.

#### **XVI. HEAD REFEREE**

43. 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 and the games disqualifications without report.

#### **XVII. TECHNICAL COMMITTEE OF THE CHAMPIONSHIP**

44. The Technical Committee, approved by the ESBA Board prior to 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 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.

#### **XVIII. DOUBLE TECHNICAL FOUL**

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

#### **XIX. PROTEST**

47. 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 national federation 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 with the representative of ESBA or the Technical Committee.
  - d. Should a protest be filed by one of the teams, the main referee of corresponding game shall, within the hour following the end of the game, report the incident to Head Referee.
  - e. The Technical Committee's decision must be made no later than three hours (3) after the game.
48. If the protest is accepted, the security shall be refunded.

**XX. COMMUNICATIONS AND MEDIA**

49. ESBA and Organizing committee has the rights to use, record, publish, broadcast and otherwise exploit in any form of media all participants performances during the Championship.

---

Approved by the Board of ESBA in June16, 2014 in Vilnius, Lithuania