



European Seniors Basketball Association (ESBA) REGULATIONS for Clubs' Championship **Altea 2019**

I. GENERAL REGULATIONS

1. The rules of the current Regulations apply for the Clubs' 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 referee
 - e. Technical Committee and Jury Appeal
 - f. Commissioner
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. The deadline of the teams' **registration is April 15, 2019** - <http://esba-basket.com/altea-2019/registration/>
6. LIVE statistics will be available during all games of the Championship.
7. 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

8. Age categories are as follows:
 - a. Women: 30, 35, 40, 45, 50, 55 and 60 years and over
 - b. Men: 35, 40, 45, 50, 55, 60, 65, 70 and 75 years and over
9. Age determined at **December 31** of the Championship year, except:
 - a. **One** younger player (younger by no more than one year; age determined at December 31, 2019) could be added to the following age categories:
 - Women 30, 35, 40, 45, 50, 55, 60
 - Men 60, 65
 - b. **Two** younger players (younger by no more than one year; age determined at December 31, 2019) could be added to the following age categories:
 - Men 70 and 75
10. No player is allowed to play in more than **one** team and more than **one** category at the Championship.

III. PARTICIPANTS

11. Participants include: all players, coaches, team managers, delegates, referees, journalists, companions, event governors and staff.



12. Every participant can attend Championship and its events for free of charge.

IV. PLAYERS AND THEIR ELIGIBILITY

13. 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 – an example of Player ID*)
14. 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. 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 the Championship.
16. Only players in possession of an ESBA-issued **Player ID Card** will be admitted to the game.
17. Only players, signed a **Waiver of Liability**, will be admitted to the game.

V. NEW PLAYERS' ID CARDS ISSUING

18. 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 21 days before the Championship:
 - a. Player's name, surname, date of birth;
 - b. Player's photo (taken by camera or mobile phone);
 - c. scanned colorful copy of a valid passport or certificate of identification;
19. 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.
20. Commissioner issues the new Players ID Cards to a Team manager during the registration (section IX).

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

VI. EXCEPTION IN CASE OF MISSING PLAYER ID CARD

21. 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. After paying a fee of 10 EUR, the player will be eligible to participate in the Championship.
22. In arrival to the next Championship this Player will be provided with his/her Player ID card.

VII. TEAM MANAGER

23. Team manager (he/she can also be one of the team's players) is responsible for the signing of Waiver of Liability by every Team's member.
24. Team manager is responsible for the accurate registration (by email) of the players 21 days before the start of the Championship (*Annex 2 – an example of "Team Application form"*, original in the website under INFO>Download)



25. Twenty (20) minutes before each game, Team manager has:
 - a. to present to the Officiating table all his/her team's **Players' ID Cards**
 - 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
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) and/or to address the Commissioner.

VIII. COMPOSITION OF DELEGATION and TEAM

27. The Delegation can consist of unlimited number of Participants (section III).
 28. The Team can consist of **up to 15** Team members.
 29. The Team members are players, coach and one compulsory position - Team manager (Sections VII&IX).
- Note! Coach and/or Team manager can also be one of the team's players.
30. The Team must have a **minimum** of 7 players.
 31. The Team can consist of 15 players only, including playing coach and playing Team manager, but only **12 players** can attend a game.
 32. No restrictions of players' nationality in a team/club, however, each team/club has to represent an officially recognized country.

IX. REGISTRATION

33. Team manager and/or other representative person of a team (max 2 persons from every team) is/are obligated to make the registration of the team scheduled a day before the first day of the Championship.
34. Team manager has to present to the Commissioner the signed Team's Waiver of Liability.
35. Team manager has to prove the eligibility of all players of the team to play in the respective age category:
 - a. by presenting of the previously issued Player ID Cards;
 - b. by getting of the new Player ID Cards (issued by Commissioner);
36. After a successful going through the formalities, Team manager gets **fifteen** (15) Championships gift boxes for the team.

X. COMPETITION FORMAT AND SCHEDULE

37. 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.
38. The Championship will be played within 7 days (6 game days plus 1 rest day).
39. All teams will play a minimum of four (4) and a maximum of six (6) games during the Championship.
40. Every team shall play no more than one game a day and no more than three days in a row.



41. The game schedule will be published within 14 days of the team registration deadline.
42. The following should be considered while preparing the game schedule:
 - a. One (1) rest day is recommended during the championship,
 - b. The teams playing the last game must not play the first game of the following day.

XI. CLASSIFICATION OF TEAMS

43. 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.
44. 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.
45. 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.
46. 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

47. 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.
48. 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

49. Basic playing rules:
 - c. Warm-up – 15 minutes
 - d. Playing time – 4 x 10 minute quarters
 - e. 24 second clock will be used
 - f. Half-time interval – 10 minutes
 - g. Intervals between 1st & 2nd and 3rd & 4th quarters – 2 minutes
 - h. Each team may request three time outs during the first and second half with a maximum of two per quarter.
 - i. 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.
50. 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



51. 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

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

XV. PLAY SHIRTS COLORS

53. 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

54. Each member of the team placed 1st to 3rd in each age category will be presented by medals of respective ranking (no more than 15 medals for the team free of charge).
55. The best teams in each category shall receive a Champions' Cup.
56. The most valuable players (MVP) of each category will be awarded.
57. The individual nominations (best scorer, most rebounds and best assists) in every category will be announced after the Championship in the ESBA website based on statistics.

XVII. HEAD REFEREE

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

XVIII. COMMISSIONER

59. The Commissioner(s) is/are appointed by ESBA. He/she is responsible for the execution of Players' eligibility questions in accordance to the Regulations.
60. During the Championship Commissioner(s) has/have rights to make a randomly control of the players' eligibility to play in the respective age category by collation with data in the original identification documents of the players (passports, certificate of identification).
61. In case of use of ineligible player(s), Commissioner informs about it the Head referee, who follows that point 50 would come into effect.



XIX. TECHNICAL COMMITTEE AND JURY APPEAL

62. 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.
63. A jury of appeal, approved by the ESBA Board, must be formed prior to the Championship. There shall be 3 appointed members.
64. 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

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

XXI. PROTEST

67. 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.
68. If the protest is accepted, the security deposit shall be refunded.
69. 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.
70. 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.



71. The Jury of Appeal shall judge the appeal in the last instance, and its decision shall be final.

XXII. TRAINING SCHEDULE

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

XXIII. FINANCIAL CONDITIONS

73. Delegations (Team and other participants) shall afford their travel, as well as domestic travel expenses.

74. Delegations (Team and other participants) shall afford their accommodation expenses.

75. Every team has to pay its participation fee to the following bank account:

European Seniors Basketball Association (ESBA)

Company code: 303054974

Address: Ungurių str.24, Vilnius, Lithuania, LT-04124

Account No: LT11 4010 0510 0178 4319

IBAN: LT11 4010 0510 0178 4319

Bank: Luminor Bank AB

SWIFT: AGBLLT2X

Bank address: J.Basanavičiaus str. 26, 03601 Vilnius - 6, Lithuania

76. Participation fee is set at:

a. For **women** teams:

i. 700 EUR until December 15, 2018

ii. 800 EUR until February 1, 2019

iii. 1000 EUR until April 20, 2019

b. For **men** teams:

i. 900 EUR until December 15, 2018

ii. 1000 EUR until February 1, 2019

iii. 1200 EUR until April 20, 2019

77. Team's Participation fee includes the following minimum:

i. Organizing of the games (gyms, officiating table, international referees, LIVE statistics, water during the games, registered medical personnel at each game, one per venue during the Championship period)

ii. Publicity in the official website of ESBA and Facebook up-to-date (articles, photos, videos)

iii. The first production of Player ID cards

iv. Championship gift boxes

v. Opening event

vi. Social party

vii. Award ceremony

✓ Gold, bronze and silver medals in every age category;

✓ Champions Cup for every best team in each category;



- ✓ Prize for the most valuable players (MVP) of the Championship of each category.

78. All other charges and expenses during the tournament have to be covered by own participants.
79. 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.
80. 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.
81. Participants are responsible for organize their own personal accident insurance. The Participation fee does not cover personal accident insurance.

XXIV. COMMUNICATIONS AND MEDIA

82. 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.

Approved by the Board of ESBA on September 10, 2019 in Vilnius, Lithuania



Annex I

PLAYER





Brigita
Kazanauskienė

Birthday: 1984-10-17 nr.: 488771
Nationality: Lithuania issued: 2014-06-03



Signature:



www.esba-basket.com



Annex 2 – example (here is an original file <http://esba-basket.com/altea-2019/downloads/>)

Team Application form for ESBA Championship Altea 2019

Team name*:
 Age Group*:
 Team manager*:
 Coach**:

Nr.	Name*	Surname*	Dates of Birth*	Height, cm**	Uniform Nr.**	Position*	Previously issued Player ID Nr **
1			1967-02-14	196	4	G (guard)	4890817
2				201	5	F (forward)	need new one
3				176	9	C (center)	4890825
4							lost
5							need new one
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							

* compulsory field

** advisable