



European Seniors Basketball Association (ESBA)
REGULATIONS for Championship Poreč'16
Approved by the Board of ESBA on January 14, 2016 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: 30, 35, 40, 45, 50, 55 and 60 years and over
 - b. Men: 40, 45, 50, 55, 60, 65, 70 and 75 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.
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 (sample in *Annex I*)



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.
15. The personal information from a player's ESBA Player ID will be reflected in the player's profile on the ESBA official website.
16. A player has to bring his/her Player ID Card to every game of the Championship or to delegate this task to Team manager.
17. Only players from the **ESBA official List of players approved and signed by Commissioner** during the Technical meeting will be admitted to the game.
18. Only players, signed a **Waiver of Liability**, will be admitted to the game.

V. NEW PLAYERS' ID CARDS ISSUING

19. 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 day 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;
20. 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.
21. Commissioner issues the new Players ID Cards to a Team manager 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

22. 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.
23. In arrival to the next Championship this Player will be provided with his/her Player ID card.

VII. TEAM MANAGER

24. 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.
25. Team manager is responsible for the accurate registration (by email) of his/her team before the Championship - presenting the "**Team Application form**" (e.g. *Annex 2*)
26. As Championship will be provided with LIVE statistics of every game, the players' registration shall be completed 10 days before the start of the Championship.
27. Twenty (20) minutes before each game, Team manager has:
 - a. to provide the Officiating table with the 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.
28. 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 or Commissioner to present them or just put the ID cards' pocket to the Officiating table.
29. 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, to follow the section XXI - Protest). Everybody can check player's profile in ESBA website (p.15).

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

VIII. COMPOSITION OF TEAMS

30. The Team can consist of **up to 15 Team members**. All other persons of the delegation (family members, companions and friends) aren't a Team's members, but Participants (section III).
31. 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.

32. The Team must have a **minimum** of 7 players.
33. The Team can consist of 15 players only, including playing coach and playing Team manager, but only 12 players can attend a game.
34. No restrictions of players' **nationality** in a team.

IX. TECHNICAL MEETING

35. 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.
36. 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.)
37. During the Technical Meeting, the Head referee (section XVI), Commissioner(s) (section XVII), the Technical Committee and the Jury of Appeal (section XVIII) are introduced.
38. Team manager has to present the signed by every Team member the Waiver of Liability to Commissioner and 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.
39. After a successful going through the formalities, Team manager gets the Tournament gift boxes for his/her Team's members.

X. COMPETITION FORMAT AND SCHEDULE

40. 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 within a week of the team registration deadline.
41. The Championship will be played within 7 days (6 game days plus 1 rest day).



42. All teams will play a minimum of four (4) and a maximum of six (6) games during the Championship.
43. Every team shall play no more than one game a day and no more than three days in a row.
44. The game schedule will be published within 14 days of the team registration deadline.
45. 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

46. 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.
47. 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.
48. 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.
49. 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

50. 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.
51. 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

52. 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.
53. 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
54. 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

55. The men categories of 65+ and older and women category of 55+ and older 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

56. 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

57. Each member of the Team (section VIII) placed 1st to 3rd in each age category will be presented by medals of respective ranking.
58. The best teams in each category shall receive a Champions Cup.
59. The most valuable players (MVP) of each category will be awarded.
60. 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.
61. The winners of 3-point shooting contest placed 1st to 3rd in each age category (Section XXII) will be awarded.

XVII. HEAD REFEREE

62. 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

63. The Commissioner(s) is/are appointed by ESBA. He/she is responsible for the execution of Players' eligibility questions in accordance to the Regulations.
64. During the Technical meeting Commissioner(s) is/are responsible for:
- a. issuing of the new Players ID Cards
 - b. signing of the ESBA official List of approved players



65. 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).
66. In case of use of ineligible player(s), Commissioner informs about it the Head referee, who follows that point 53 would come into effect.

XIX. TECHNICAL COMMITTEE AND JURY APPEAL

67. 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.
68. A jury of appeal, approved by the ESBA Board, must be formed prior to the Championship. There shall be 3 appointed members.
69. 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

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

XXI. PROTEST

72. 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.

73. If the protest is accepted, the security deposit shall be refunded.
74. 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.
75. 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.
76. The Jury of Appeal shall judge the appeal in the last instance, and its decision shall be final.

XXII. 3-POINT SHOOTING CONTEST

77. Additionally, the 3-point shooting contest will be organized.
78. The basic rules:
 - a. 3-5 age groups, depending of a range of categories (2-3 for men, 1-2 for women). They will be announced within two weeks of the team registration deadline.
 - b. Team can delegate only one player
 - c. The shooting time limitation is 1:20 min for the younger categories, 1:30 for the elders
 - d. The contest shall be organized in one round, followed by Semi-finals and the Finals.

XXIII. TRAINING SCHEDULE

79. 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

80. Delegations (Team and other participants) shall afford their travel, as well as domestic travel expenses.
81. Delegations (Team and other participants) shall afford their accommodation expenses, except Participants who buys Championship packages (section XXV)
82. Team's Participation fee covers:
 - a. 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)
 - b. Publicity in the official website of ESBA and Facebook up-to-date (articles, photos, videos)
 - c. The first production of players' licenses / ID cards
 - d. Tournament gift box (only for Team's members (section VIII))
 - e. Opening ceremony
 - f. Friendly game
 - g. 3-point shoot-out contest
 - h. Get-together party
 - i. Award ceremony
 - i. Gold, bronze and silver medals in every age category



- ii. Champions Cup for every best team in each category
 - iii. Prize for the most valuable players (MVP) of each category
83. All other charges and expenses during the tournament have to be covered by own participants.
84. The teams, who by any reason cannot participate in a Championship, will be refunded with the 50% of the payment of the Participation fees subject to information to ESBA not later than forty five (45) days previous to the beginning of the Championship.
85. 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.
86. Participants are responsible for organize their own personal accident insurance. The Participation fee does not cover personal accident insurance.

XXV. CHAMPIONSHIP PACKAGES

87. Championship packages for Team's members (<http://esba-basket.com/porec-2016/accomodation/>) cover:
- a. Accommodation type of Participants' choice in three different standards hotels (2*, 3* and 4*)
 - b. All benefits covered by Team's Participation fee (point 80)
 - c. Participation of one team (4 players) for free of charge in separate competitions "POREČ 3×3 OPEN", what will be held in the frames of Championship
 - d. Additional discounts provided by organizer and announced in ESBA official website.

XXVI. COMMUNICATIONS AND MEDIA

88. 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

Team Application form for ESBA Championship Poreč'16

Team name:
Age Group:
Team manager:
Coach:

[Redacted area]

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

Team manager: _____