

BYLAWS



***EUROLEAGUE
BASKETBALL***

2014-2015



EUROLEAGUE

BYLAWS

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<http://www.fiba.com/pages/eng/fc/expe/medi/antiDopi/p/openNodeIDs/1227/selNodeID/1227/ruleProc.html>



EUROLEAGUE CLUB LICENSING RULES

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CHAPTER I

Definitions, Object and Euroleague Licences

Article 1. Definitions

For the purposes of these regulations, the applicable definitions of terms are the following:

- a)** "Clubs" are the 24 member associations and clubs (regardless of their juridical nature or type of incorporation) that have basketball teams with a licence to participate in the Euroleague.
- b)** "Euroleague" is the basketball competition organised by EP in which the Clubs participate.
- c)** "Eurocup" is a basketball competition organised by EP.
- d)** "FIBA" is the International Basketball Federation, and "FIBA Europe" is responsible for managing and promoting basketball in Europe on behalf of FIBA.
- e)** "Leagues" are the professional organisations that run domestic or regional competitions in which clubs participate.
- f)** "ECA" is the limited liability company Euroleague Commercial Assets S.A., the owners of which are the Clubs and a number of Leagues.
- g)** "General Assembly" is the ECA body of representation and governance, where the ECA shareholders meet, which is responsible for the general supervision of the issues regarding the Euroleague, ensures the coordination of the Clubs and has the authority to make decisions and confer functions on the Shareholders Executive Board.
- h)** "Shareholders Executive Board" is the ECA body constituted by the General Assembly held in Rome on 17 February 2009, which submits proposals and recommendations to the General Assembly, monitors and controls the observance of the resolutions adopted by the General Assembly, adopts urgent measures when there is no time to call a meeting of

the General Assembly (subject to the subsequent ratification thereof), and exercises any further functions conferred on it by the General Assembly.

- i)** "EP" is the limited liability company Euroleague Properties S.A., or any of its relevant permitted successors or assignees, controlled by ECA, responsible for managing and organising the Euroleague and the Eurocup, as well as for commercialising their properties.
- j)** "Companies" refers to ECA and EP jointly, or any of their respective permitted successors or assignees.
- k)** "Representatives" refers to the individual persons empowered to represent the Clubs or Leagues.
- l)** "Bylaws" refers to the set of rules formed by the Euroleague Club Licensing Rules, Euroleague Regulations, agreements, resolutions and contracts approved by the competent governing bodies whose aim is to regulate the Euroleague.
- m)** "Domestic Championship" refers to the main competition of a League, from beginning to end, including the Regular Season, and if any, the Playoffs and/or Final Four.
- n)** "Domestic Competitions" refers to all official competitions of a League.
- o)** "Licence Contract" is the document signed by each Club and EP, whereby the Club accepts and adheres to the Bylaws, and agrees and commits itself to fulfil each and every rule appearing in the aforementioned Bylaws and its modifications, amendments and appendices thereto. In addition, the Licence Contract is the document whereby the rights and obligations that both parties assume for participating in the Euroleague are established.
- p)** "Club Ranking" is an evaluation system among all clubs participating in European competitions. This Club Ranking will take into account the performance of teams in European competitions during a three-year period. 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, and 1 bonus point is allocated for reaching the Final. The Club Ranking consists of the sum of the club coefficients from the last three years.

If two or more clubs 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 Companies determining the method for the draw.

- q)** "Euroleague Country Ranking" refers to the ranking elaborated by ECA to order the countries with teams participating in the Euroleague. It will be updated every season and included in Appendix I.

Article 2. Object

The object of these Euroleague Club Licensing Rules (hereinafter the "Licensing Rules") is to establish the access rules and the requirements that the clubs must fulfil in order to participate in the Euroleague.

The right to participate in the Euroleague will only be held by those clubs that meet the requirements provided for in these Licensing Rules and any subsequent modifications, amendments and appendices thereto, as well as in all those agreements and resolutions of the competent governing bodies, and have the corresponding licence.

The clubs may not in any way assign or transfer the right to participate in the Euroleague to any third party without the prior authorisation of the General Assembly.

Article 3. Euroleague Licences

ECA will grant up to 24 licences to operate teams in the Euroleague.

These licences may be of three different types according to their duration, requirements and process for allocating each of them.

A Licences will have a long-term duration and B and C Licences will have a one-year duration pursuant to the terms and conditions established in these Licensing Rules.

There will not be more than four A+B Licences granted to the clubs from the same country or League under any circumstance.

CHAPTER II

A Licences

Article 4. Criteria for Allocating A Licences

According to the successive resolutions adopted by the General Assembly since 7 July 2009, ECA will grant up to 14 A Licences to the clubs based on the following criteria:

- 4.1.** Territorial area: the area of influence of a club with a Euroleague A Licence will be defined as a population of 200,000 inhabitants within a geographical area of 200km².

One additional licence will only be granted in this area if the population is higher than 200,000 inhabitants. Nonetheless, the General Assembly may authorise an exception if there are a greater number of teams in the same territorial area and this does not affect the economic expectations of the Clubs and the Companies.
- 4.2.** Use of an arena with a minimum capacity for 10,000 seated spectators that is less than a four-hour commercial flight from Frankfurt (on the understanding that this city is considered as being in the geographical centre of the European Union territory for the purposes of these Licensing Rules) and has all necessary technical elements duly approved for the game of basketball, as well as all other requirements demanded in the corresponding regulations.
- 4.3.** Availability of at least two 4 star hotels within the city area where the arena is located.
- 4.4.** International airport at a maximum distance of 100km by road from the arena, with enough daily flights to allow the teams to have access to the city under the right conditions, without significant disruption to their schedule.
- 4.5.** The club must be in a sound financial position, will not have been formally declared bankrupt or insolvent by a competent body in its home country and will not have entered into liquidation or dissolution. Notwithstanding the above, before rejecting the participation of this club in the event that it has been formally declared insolvent, ECA may request additional information from the club, including that its financial position be evaluated by an auditing firm in order to establish if it is possible

for the club to follow an alternative write-off plan or a debt recovery plan to overcome the insolvency situation within a reasonable deadline. In this case, ECA may accept a provisional registration of the club.

- 4.6.** The club must not be banned or temporarily suspended from participating in the Euroleague by the Companies, regardless of the reason for the prohibition or suspension.
- 4.7.** When three or more Clubs from the same country or League have an A Licence, no additional A Licences will be granted to clubs from that country or League.

Article 5. Requirements for Participation in the Euroleague with an A Licence

The clubs that comply with the criteria stipulated in Article 4 must fulfil the following requirements for the allocation of an A Licence, as well as those requirements that will be approved by the General Assembly:

- 5.1.** Signature of the Licence Contract pursuant to the model of Appendix II.
- 5.2.** Compulsory subscription of 120 (one hundred and twenty) ECA shares, or the number of shares set by the General Assembly for A Licences, as well as the signature of all the necessary documents required for the smooth and effective administration and organisation of ECA and the Euroleague (including but not limited to powers of attorney, minutes of shareholders meetings, shareholders agreements, and any other documents).
- 5.3.** Participation in the Domestic Championship.
- 5.4.** Express declaration of observance of the applicable Bylaws and any future modifications, amendments and appendices thereto, as well as of any act or resolution approved by the governing bodies of the Companies.
- 5.5.** Payment of the registration fee established by the General Assembly each season.
- 5.6.** Presentation of a bank guarantee, following the model shown in Appendix III, for three hundred thousand euros (300,000 euros), in favour of EP, to respond to the fulfilment of the obligations that the Clubs enter into by their subscription to these Licensing Rules and by their participation in the

Euroleague, specifically including the guarantee of their commitment to participate in said competition.

- 5.7.** Express declaration of sound financial position of the club, stating that the club has not been formally declared bankrupt or insolvent by a competent body in its home country and has not entered into liquidation or dissolution, following the model shown in Appendix IV. This declaration will be certified by an auditing firm.
- 5.8.** Express declaration not to breach the following prohibitions:
- 5.8.1.** No Club participating in the Euroleague may, either directly or indirectly:
- a)** hold or deal in the securities or shares of any other Club, or
 - b)** be a member of any other Club, or
 - c)** be involved in any capacity whatsoever in the management, administration and/or sporting activity of any other Club, or
 - d)** have any power whatsoever in the management, administration and/or sporting activity of any other Club.
- 5.8.2.** No person involved in any capacity whatsoever in the management, administration and/or sporting activity of a 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 more than one Club. In addition, no person involved in the management of a Club may, either directly or indirectly, hold or deal in the securities or shares of any other Club.
- 5.8.3.** 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 any club or have any power whatsoever in the management, administration and/or sporting activity of a club.
- 5.8.4.** The participation in a Domestic Championship that does not qualify for the competitions organised by EP is not allowed, unless it is authorised by the General Assembly.
- 5.9.** The Clubs must fulfil any other requirement that the General Assembly may establish.

Article 6. Cancellation or Suspension of the A Licence Contract

- 6.1.** ECA has the right to cancel the licence, or temporarily suspend it at its own discretion, for one of the following reasons:
- 6.1.1.** The Club has the lowest ranking of all Clubs with an A Licence according to the Club Ranking.
- 6.1.2.** The Club has stopped fulfilling the requirements established in these Licensing Rules or for any other reason provided by the relevant Licence Contract.
- 6.1.3.** The Club fails to comply with its duties as set down in the agreements and commitments entered into by the Club with the Companies, or prevents or obstructs the fulfilment of contracts entered into by the Companies with third parties, including but not limited to the Audiovisual Rights Agreements and Sponsorship Agreements, or fails to comply with the economic control rules approved by the General Assembly.
- 6.1.4.** If, in the season that has just finished, the Club has ranked among the clubs placed in the bottom half of the Domestic Championship final standings. For the purposes of this article, if the Domestic Championship has an odd number of teams, the bottom half includes half plus 0.5.
- 6.1.5.** In the case that, during two consecutive seasons, a Club does not manage to average at least 8,000 paid tickets throughout the Euroleague season as established in the Bylaws. For the purposes of this article, it will be taken into account that the sale is effective, full-price, and according to a reasonable pricing policy. It will be evaluated if there is any evidence that the average of paid tickets has increased during this two-season period.
- 6.1.6.** The Club fails to fulfil the criteria and requirements established in the Common Accounting Regulations and, in particular, 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 outstanding debts (non-fulfilment of the payment deadline) derived from transfer activities with other clubs participating in competitions organised by EP.
 - c)** If the Club has any outstanding debts with players.

- d)** If the Club has been formally declared bankrupt or insolvent by a competent body in its home country or has entered into liquidation or dissolution.
- e)** If the final Annual Accounts 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 corresponding licence if an alternative write-off plan or a debt recovery plan is agreed and signed between the parties involved. Said circumstances will only be cause of cancellation or suspension should the Club's national legislation not ensure the efficiency of the recovery.

6.1.7. If, in the country where the Club has its headquarters, reasonable expectations about audiovisual rights sales are not fulfilled with reference to the Club. Said expectations must be established in the Companies Business Plan, which will be subject to the approval of the General Assembly.

This rule will not be applied to those Clubs that have participated for less than three seasons in the Euroleague.

6.1.8. When four Clubs from the same country or League have an A Licence, and the first or second place club in the final standings of the Domestic Championship does not hold an A Licence, the existing A Licence Club with the lowest position in the final standings of the Domestic Championship will have its A Licence suspended the following season but will obtain the first place for its country or League in the Eurocup competition, and the first or second place club will participate in the Euroleague by means of a B Licence. If both the first and second place clubs in the final standings of the Domestic Championships do not hold an A Licence, the existing A Licence Club with the lowest position in the final standings of the Domestic Championship will have its A Licence suspended the following season but will obtain the first place for its country or League in the Eurocup competition, the first place club will participate in the Euroleague by means of a B Licence, and the second place club will obtain the second place for its country or League in the Eurocup competition.

If the A Licence of a Club is suspended according to the paragraph above three times in a five-year period, the A Licence of this Club will be cancelled.

6.2. The cancellation of the Licence Contract will entail the loss of the Club's right to participate in the Euroleague, and therefore the loss of all rights derived from the Club's condition as a

Euroleague member. In addition, the Club will lose its condition as an ECA shareholder, which will entail the obligation to sell its shares in this company according to the procedures and pricing criteria established by the General Assembly.

- 6.3.** The suspension of the Licence Contract will entail the loss of the Club's right to participate in the Euroleague, the loss of the Club's rights derived from its participation, and the loss of the economic and voting rights in ECA. Additionally, the suspension of the Licence Contract will entail the Club's obligation to refrain from executing any rights whatsoever (e.g. economic, voting, etc) held in the Companies or, as the case maybe, the Club's obligation to sell its ECA shares according to the procedures, consideration and pricing criteria established by the General Assembly, during the period in which the Licence is suspended.

Article 7. Substitution of a Club

When a vacancy arises among the Clubs with, or having the right to, an A Licence for any of the reasons mentioned in the preceding article or any other reasons, the Shareholders Executive Board may propose the following to the General Assembly:

- a)** The substitution for the club that has the highest ranking of clubs without an A Licence according to the Club Ranking. In all cases, the new club must fulfil all other requirements established in these Licensing Rules for obtaining an A Licence; or
- b)** The substitution of the place for a B Licence, definitively or temporarily; or
- c)** The substitution of the place for a wild card, which will be granted to the club that the General Assembly considers appropriate at its own discretion and for the period that it deems necessary.

CHAPTER III

B and C Licences

Article 8. B Licences

Each year ECA will grant B Licences to the clubs whose teams have won their Domestic Championship in the previous season according to the place that their country occupies in the Euroleague Country Ranking elaborated by ECA (Appendix I). Additionally, ECA may grant licences to the clubs ranked in the second or third place of their Domestic Championship according to the place that their country occupies in the Euroleague Country Ranking.

For the Adriatic League, in which teams from different countries are participating, ECA may grant a licence to a club ranked below the third place when the champion and the runner-up come from the same country. In this case, ECA may grant a third licence to the highest place club from another country.

Article 9. Criteria for Allocating B Licences

ECA will grant a minimum of seven B Licences with the right to have direct access to the competition and one B Licence through Qualifying Rounds, to the clubs that comply with the following criteria:

- 9.1.** The B Licences will be allocated to the highest placed clubs in the Euroleague Country Ranking who have not previously been granted an A Licence. When a position is occupied by an A Licence Club, the right will fall upon the club placed in the following position of the Euroleague Country Ranking, and so on until allocating the seven places.

A maximum of eight places for the Qualifying Rounds will be allocated following the same Euroleague Country Ranking and criteria, although ECA reserves the right to grant wild cards. In all cases, the clubs that will participate in the Qualifying Rounds will comply with all the criteria established in this Article 9.

- 9.2.** Use of an arena with a minimum capacity for 5,000 seated spectators that is less than a four-hour commercial flight from Frankfurt (on the understanding that this city is considered as being in the geographical centre of the European Union territory

for the purposes of these Licensing Rules) and has all necessary technical elements duly approved for the game of basketball, as well as all other requirements demanded in the corresponding regulations.

- 9.3.** Availability of at least two 4 star hotels within the city area where the arena is located.
- 9.4.** International airport at a maximum distance of 100km by road from the arena, with enough daily flights to allow the teams to have access to the city under the right conditions, without significant disruption to their schedule.
- 9.5.** The club must be in a sound financial position, will not have been formally declared bankrupt or insolvent by a competent body in its home country and will not have entered into liquidation or dissolution. Notwithstanding the above, before rejecting the participation of this club in the event that it has been formally declared insolvent, ECA may request additional information from the club, including that its financial position be evaluated by an auditing firm in order to establish if it is possible for the club to follow an alternative write-off plan or a debt recovery plan to overcome the insolvency situation within a reasonable deadline. In this case, ECA may accept a provisional registration of the club.
- 9.6.** The club must not be banned or temporarily suspended from participating in the Euroleague by the Companies, regardless of the reason for the prohibition or suspension.

Article 10. C Licence

ECA will grant the Euroleague champion a one-year licence for participating in the Euroleague the following season, provided that the Euroleague champion does not hold an A or B Licence.

ECA will grant the Eurocup champion a one-year licence for participating in the Euroleague the following season, provided that the Euroleague champion from the previous season already holds an A or B Licence.

In both cases, the allocation of the licence will be conditional upon the fulfilment of all terms and conditions established in these Licensing Rules for the Clubs with B Licences. In the case that the club does not fulfil these requirements, the Shareholders Executive Board will propose the allocation of a wild card to the General Assembly.

In the case that the Euroleague champion and the Eurocup champion both hold an A or B Licence, the Shareholders Executive Board will propose the allocation of a wild card to the General Assembly.

Article 11. Requirements for Participation in the Euroleague with a B or C Licence

- 11.1.** Signature of the Licence Contract pursuant to the model of Appendix II.
- 11.2.** Compulsory subscription of 40 (forty) ECA shares, or the number of shares set by the General Assembly for the A Licences, as well as the signature of all the necessary documents required for the smooth and effective administration and organisation of ECA and the Euroleague (including but not limited to powers of attorney, minutes of shareholders meetings, shareholders agreements, and any other documents).
- 11.3.** Participation in the Domestic Championship.
- 11.4.** Express declaration of observance of the applicable Bylaws and any future modifications, amendments and appendices thereto, as well as of any act or resolution approved by the governing bodies of the Companies.
- 11.5.** Payment of the registration fee established by the General Assembly each season.
- 11.6.** Presentation of a bank guarantee, following the model shown in Appendix III, for one hundred thousand euros (100,000 euros), in favour of EP, to respond to the fulfilment of the obligations that the Clubs enter into by their subscription to these Licensing Rules and by their participation in the Euroleague, specifically including the guarantee of their commitment to participate in said competition.
- 11.7.** Reasonable expectation of resources generated from audiovisual and/or sponsorship rights for the Euroleague as a whole, TV coverage of the club's home games and observance of the quality standards of TV production.
- 11.8.** Express declaration of sound financial position of the club, stating that the club has not been formally declared bankrupt or insolvent by a competent body in its home country and has not entered into liquidation or dissolution, following the model

shown in Appendix IV. This declaration will be certified by an auditing firm.

11.9. Express declaration not to breach the following prohibitions:

11.9.1. No Club participating in the Euroleague may, either directly or indirectly:

- a)** hold or deal in the securities or shares of any other Club, or
- b)** be a member of any other Club, or
- c)** be involved in any capacity whatsoever in the management, administration and/or sporting activity of any other Club, or
- d)** have any power whatsoever in the management, administration and/or sporting activity of any other Club.

11.9.2. No person involved in any capacity whatsoever in the management, administration and/or sporting activity of a 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 more than one Club. In addition, no person involved in the management of a Club may, either directly or indirectly, hold or deal in the securities or shares of any other Club.

11.9.3. 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 any club or have any power whatsoever in the management, administration and/or sporting activity of a club.

11.9.4. The participation in a Domestic Championship that does not qualify for the competitions organised by EP is not allowed, unless it is authorised by the General Assembly.

11.10. The Clubs that have participated in previous seasons with a B or C Licence must have fulfilled the criteria and requirements established in the Common Accounting Regulations included in the Euroleague Bylaws in their past participation(s). In particular, none of the circumstances set forth in Article 6.1.6 must occur.

11.11. The Clubs must fulfil any other requirement that the General Assembly may establish.

Article 12. Substitution of a Club

When a vacancy arises among the Clubs with, or having the right to, a B or C Licence for whatever reason, the Shareholders Executive Board will propose the substitution of the place for a wild card to the General Assembly, which will be granted to the club that the General Assembly considers appropriate at its own discretion. To fill the vacancy in the case of a B Licence, the possibility of maintaining the licence within the same country will be analysed as a priority.

Article 13. Wild Cards

A club receiving a wild card that entitles it to participate directly in the Euroleague by means of a B or C Licence will make a contribution (registration contribution), provided that it is not included in the Euroleague Country Ranking (Appendix I). Otherwise no registration contribution will be required.

The registration contribution will consist of a minimum non-returnable amount of 300,000 euros plus the reasonable expectations of resources generated from audiovisual and/or sponsorship rights for the Euroleague as a whole for a minimum value of 200,000 euros.

A club receiving a wild card that entitles it to participate in the Qualifying Rounds will pay a minimum non-returnable amount of 50,000 euros, provided that it is not included in the Euroleague Country Ranking (Appendix I). Otherwise no amount will be required. In the event that the club has not qualified for participating in the Euroleague, no registration fee will be required for participating in the Eurocup.

CHAPTER IV

Transfer of the Licence, Change of City and Transfer of Shares

Article 14. Transfer of the Licence

Only the Clubs with an A Licence may grant their licence to a third-party club, with the prior approval of the General Assembly and provided that they fulfil the specific requirements for transferring licences that will be approved by the General Assembly.

Under no circumstance will a Club that has not participated for at least three consecutive seasons with an A Licence be authorised to transfer its A Licence. No act, commitment or resolution that is undertaken contravening this limitation will be legally effective. Neither the Companies nor the Clubs will be responsible before third parties for said non-compliance.

Article 15. Change of the City in Which the Team Has its Arena

In the case that the Club decides to change the city in which the team has its arena, it must request the approval of the General Assembly.

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

Article 16. Transfer of Shares

Any substitution of a Club, whatever the reason for said substitution is, will entail the obligation of the old member to sell and the new member to purchase the ECA shares of the Club being replaced. This transfer of shares will be made according to the procedures, consideration and pricing criteria established by the General Assembly.

CHAPTER V

Rights and Obligations of the Clubs, Special Obligations and Economic Rules

Article 17. Rights and Obligations of the Clubs

17.1. The Clubs have the following rights:

- 17.1.1.** To benefit from all agreements, covenants and dealings carried out by the Companies for the good of the Euroleague competition.
- 17.1.2.** To participate, as provided by these Licensing Rules, in the management decisions regarding the Euroleague.
- 17.1.3.** To be informed of the annual state of the P&L Accounts related to the Euroleague and the Companies.
- 17.1.4.** All other rights recognised in these Licensing Rules and all subsequent modifications, amendments and appendices thereto, as well as all other rights recognised in the Bylaws, agreements and resolutions governing the Euroleague.

17.2. The Clubs have the following obligations:

- 17.2.1.** To accept and comply with the Bylaws regulating the Euroleague.
- 17.2.2.** To comply with the resolutions, agreements and commitments adopted or entered into by the Companies, the Shareholders Executive Board and the General Assembly.
- 17.2.3.** To report to the Companies any information that might be required and necessary for the optimal organisation of the Euroleague.
- 17.2.4.** To provide loyal and good faith cooperation with the Companies and the other Clubs, facilitate the smooth administration and management of the Companies and the Euroleague and abstain from any conduct that may obstruct or delay the smooth administration and management of the Companies and the Euroleague.
- 17.2.5.** In the case that the Clubs do not qualify for the Euroleague Top 16, they have the obligation to participate in the Eurocup within

the same season, if they are entitled to in accordance with the Eurocup competition system, and must comply with the Eurocup Regulations.

- 17.2.6.** To fulfil all other obligations that may arise out of these Licensing Rules and any subsequent modifications, amendments and appendices thereto, as well as all other obligations that may arise out of the Bylaws, agreements and resolutions governing the Euroleague.

Article 18. Special Obligations

The Shareholders Executive Board may establish special obligations or additional guarantees or even reject the admission of those clubs that have had a Euroleague licence that has been cancelled for a reason attributable to the club, pursuant to these Licensing Rules.

Article 19. Economic Rules for the Clubs

The General Assembly may establish rules with the aim of guaranteeing the economic stability of the Clubs, by defining criteria that permit a homogeneous assessment of their economic and financial position, as well as making decisions to guarantee the smooth running of the competition. Said criteria will be updated accordingly in the Euroleague Regulations (Appendix IV: Common Accounting Regulations).

The Shareholders Executive Board will establish the appropriate criteria for coordinating the economic monitoring actions with those Leagues that have similar rules.

CHAPTER VI

Final Provisions

Article 20. Waiving of Rights

If a club holds the rights provided in these Licensing Rules but has not yet subscribed the Licence Contract, and when required to do so by the Companies should decide to waive its right to participate in any competition organised by the Companies, it will lose any future rights and may not invoke these Licensing Rules to apply for participation in the Euroleague the following four seasons (hereinafter "Suspension Period"). Without prejudice to the above, in the event that during the Suspension Period, the club that has waived its right to participate fulfils the requirements for participating as established in the Licensing Rules, the General Assembly may revoke the Suspension Period if the club previously makes a payment of 500,000 euros to EP.

Article 21. Appendices

All appendices to these Licensing Rules form an integral part of them.

Article 22. Disciplinary Procedures

Any breach of these Licensing Rules may be sanctioned by the Companies pursuant to the Disciplinary Code or, if appropriate, with the cancellation of the Licence Contract.

Article 23. Entry into Force

These Licensing Rules will come into force beginning the date on which the General Assembly approves them, without prejudice to the subsequent modifications, amendments and appendices thereto that may be approved by the General Assembly.

TRANSITORY PROVISION

Requirements of the Clubs with an A Licence

The Euroleague Basketball CEO is empowered by the General Assembly to approve a temporary waiver of the requirement established in Article 4.2 regarding a minimum arena capacity for 10,000 seated spectators for those clubs that have previously provided credible evidence that they are in the process to move to an arena with the required minimum capacity within a reasonable construction cycle.



EUROLEAGUE CLUB LICENSING RULES APPENDICES

APPENDIX I
EUROLEAGUE COUNTRY RANKING
2014-2015 Season

#	COUNTRY / LEAGUE	(1xELCH)
		POSITION
1	Spain	CH
2	Russia	CH
3	Italy	CH
4	Turkey	CH
5	Lithuania	CH
6	Greece	CH
7	France	CH
8	Germany	CH
9	Adriatic	CH
10	Poland	CH
11	Adriatic	RU
12	Spain	RU
13	Russia	RU
14	Italy	RU
15	Turkey	RU
16	Lithuania	RU
17	Greece	RU
18	France	RU
19	Germany	RU
20	Adriatic	N3
21	Ukraine	CH
22	Czech Republic	CH
23	Belgium	CH
24	Israel	CH
25	Bulgaria	CH
26	Latvia	CH
27	United Kingdom	CH
28	Poland	RU

LEGEND

CH = Domestic Championship Playoffs Champion

RU = Domestic Championship Playoffs Runner-Up

N3 = Adriatic League third place

If the champion and the runner-up of the Adriatic League come from the same country, the third club from the Adriatic League entitled to participate in the Euroleague will be the highest place club from another country.

APPENDIX II**A 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 233875-72, 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 Mr , President of the Club.

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 the Club is willing to access to and participate in the competition named Euroleague (hereinafter referred to as the "Euroleague"), comprising the clubs of several European countries through the signature of the present Licence Contract; and,

WHEREAS the Club declares to fulfil the requirements established in the Euroleague Bylaws,

NOW, THEREFORE, both parties have agreed to enter into this Licence Contract, which shall be governed by the following

CLAUSES

- 1.** The Club agrees and commits itself to fulfil each and every rule appearing in the Euroleague 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 15 July of the current year the irrevocable first demand bank guarantee under the terms established in Article 5.6 of the Euroleague Club Licensing Rules and according to the model included in the relevant Appendix to the aforementioned Licensing Rules. Failure to provide the required bank guarantee within this deadline 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 Euroleague).
- 3.** On condition that all Club's obligations are fulfilled, EP grants the Club the licence to participate for a long term duration with its highest level team in the Euroleague, as described in the Euroleague Club Licensing Rules and any subsequent modifications, amendments and appendices thereto.
- 4.** The Club commits itself to participate in the Euroleague, and in the Eurocup when appropriate, as well as in any exhibition, preparation or friendly game when the Club is required to do so, in full compliance with the rules, regulations, agreements and resolutions of the management bodies of EP, Euroleague Commercial Assets S.A. (hereinafter referred to as "ECA") and the company that may be constituted by ECA, or entrusted by ECA with the task, to deal with the organisation and administration of the Euroleague (hereinafter 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 commits itself to sign all the necessary documents required for the effective commercialisation of the audiovisual rights related to the Euroleague or any other competitions organised by EP or by any of its successors or assignees.
- 6.** The Club commits itself to subscribe for and purchase 120 (one hundred and twenty) ECA shares.

The Club commits itself, in its capacity as an ECA shareholder, to respect all shareholders' agreements and resolutions and to sign with the utmost care and promptness all the necessary documents required for the smooth and effective administration and organisation of ECA and the Euroleague (including but not limited to powers of attorney, minutes of shareholders meetings, and other corporate documents) in

full compliance with any instruction and/or deadline as specified by the governing bodies of ECA, EP, and/or the Company.

The Club also commits itself, upon expiry, suspension or cancellation of this Licence Contract, to sell all its ECA shares in full compliance with the procedures and pricing criteria established by the General Assembly.

The Club acknowledges and agrees that EP may demand payment to the bank having issued the guarantee mentioned under Clause 2 above for any amount owed for any reason whatsoever by the Club to EP, ECA, the Company or any ECA shareholder. The Club commits itself not to ask the bank to raise any exception against said demand.

7. The Club expressly authorises EP, the Company, or any of its successors or assignees to use, without any restriction, the logo, symbol and name of the Club for any and all promotional and/or commercial purposes aimed at promoting the Euroleague, including the production, licence and/or sale of Euroleague merchandise.

The authorisation of the Club includes the right of EP to transfer or assign the use of the logo, symbol and name of the Club to the official Euroleague sponsors (hereinafter "Euroleague sponsors"), licensees, TV stations and other business parties, under the same conditions stipulated in the previous paragraph.

8. The Club declares to have obtained, and transfers hereby to EP, the commercial exploitation of the rights of image of its players, 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 EP, and provided that these events are related to the Euroleague or any other competitions organised by EP or by any of its successors or assignees.

The choice of the system of commercial exploitation of the rights of image, granted in accordance with the previous paragraph, will be the remit of EP or any of its successors or assignees. The Club commits itself to the collaboration of the players in the selected system of commercial exploitation.

The Club declares to have obtained, and transfers hereby to EP, its players' name, likeness (photograph, caricature, etc), number, or any combination thereof, for any and all commercial and promotional purposes, including the production, licence and/or sale of Euroleague merchandise (as examples, and not as an exhaustive list: calendars, agendas, clothing, footwear, sporting articles, toys, video games), other than to imply any direct endorsement by the players of a product or service (other than the Euroleague and the Euroleague sponsors).

The authorisation of the Club includes the right of EP to transfer or assign the use of the rights above to Euroleague sponsors, licensees, TV stations and other business parties, under the same conditions stipulated in the previous paragraphs.

In those countries in which, in accordance with any applicable Collective Bargaining Agreement, the rights of image belong to the League, this clause must be adapted to the legal framework of those countries.

- 9.** As for the audiovisual, sponsorship, advertising, internet and merchandising rights related to the Euroleague:
 - 9.1.** The Club hereby recognises and acknowledges that EP has been granted the sole and exclusive right to hold and exploit any and all commercial aspects of the Euroleague, including, but not limited to, the right to retain:
 - a) All revenues from any Euroleague sponsor;
 - b) All revenues from the exploitation of any and all audiovisual rights of any nature and pertaining to the Euroleague competition, including without limitation the use of any and all still images (provided that they have been extracted from moving images) and moving images, irrespective of how these images have 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 Euroleague (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 sponsor and other Euroleague sponsors and/or any Euroleague game;
 - e) All revenues from Euroleague 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 Euroleague suppliers (including without limitation, the suppliers of the ball, drink and computer services);
 - g) All revenues from official publications of the Euroleague.

- 9.2. The Club also acknowledges and agrees that EP is fully entitled, without limitation, to assign or transfer, in full or in part, any and all rights related to the Euroleague, as referred to in the preceding paragraph, to a third party according to the terms and conditions to be agreed between EP and such third party.
- 9.3. The Club acknowledges and agrees that EP is entitled to:
 - a) 20 minutes on the electronic advertising system, within the TV cameras coverage, in the arena where the Club is going to hold, as home team, the Euroleague games, except for the games designated as Game of the Week, for which what is established in the Euroleague Regulations will apply;
 - b) One advertising space for Euroleague self-promotion or for Euroleague sponsors 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 basket support structure, and one advertising space for Euroleague sponsors placed on each end of the playing court, behind the endlines and in front of the basket support structures, in the arena where the Club is going to hold, as home team, the Euroleague games;
 - c) The sole ownership of the advertising rights of the arena where the Euroleague Final Four games and any other special events, including but not limited to All-Star games, are to be held.

The club acknowledges and agrees that any and all rights mentioned in this Paragraph 9.3 may be modified by the General Assembly.

The Club further acknowledges and agrees that EP is fully entitled, without limitation, to transfer or assign any and all rights arising from this Paragraph 9.3 to a third party.

- 9.4. The Club also acknowledges and agrees that EP may grant exclusivity to the main/naming/presenting/title sponsor of the Euroleague and may grant exclusivity to up to four Euroleague sponsors. In this case, under no circumstance may the Club's sponsors (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 Euroleague sponsors.

Notwithstanding the foregoing, the main/naming/presenting/title sponsor of the Club will be protected when it coincides with the Euroleague sponsors above. In this case, the aforementioned Euroleague sponsors might share advertising and promotional activities within the arena with the main/naming/presenting/title sponsor of the Club.

10. The Club acknowledges and accepts that EP may transfer or assign the organisation and administration of the Euroleague to the Company.

The Club expressly agrees that EP may at its sole discretion set off and compensate for any sum due by the Club for any reason whatsoever (including but not limited to any economic obligations such as payment to referees, payment of fines or share transfer obligations) to EP, the Company, ECA and/or any other club participating or having participated in the Euroleague against any sum due by EP, or any of its successors 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, or
- b) Is a member of any other Club, or
- c) Is involved in any role whatsoever in the management, administration and/or sporting activity of any other Club, or
- d) Has any power whatsoever in the management, administration and/or sporting activity of any other Club.

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 Euroleague. In addition, no person involved in the management of a Club may, either directly or indirectly, hold or deal in the securities or shares of any other Club.

The Club accepts and declares that no person directly or indirectly by themselves or involved in any company representing players and/or coaches is or 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 stipulated term of this Licence Contract is for an indefinite period, commencing on the date mentioned above. Should the Licence Contract be cancelled, any pending obligations derived from the participation of the Club in the Euroleague shall remain in force until complete fulfilment.

13. Cancellation:

EP has the right to immediately cancel this Licence Contract and the licence granted hereunder, 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 Euroleague Club Licensing Rules:

- a) In the season that has just finished, the Club has the lowest ranking of all Clubs with an A Licence.
- b) In the season that has just finished, the Club has ranked among the clubs placed in the bottom half of the Domestic Championship final standings. For the purposes of this article, if the Domestic Championship has an odd number of teams, the bottom half includes half plus 0.5.
- c) In the case that the Club does not qualify for the Euroleague Top 16 and refuses to participate in the Eurocup within the same season, if it is entitled to in accordance with the Eurocup competition system.
- d) The Club fails to comply timely, accurately, completely and in good faith with any material obligation derived from this Licence Contract, the Euroleague Club Licensing Rules, or any other Euroleague regulation, rule, agreement or resolution of the governing bodies of EP, ECA, and the Company;
- e) The Club fails to comply with its duties towards EP, ECA 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, ECA and the Company (including but not limited to the Audiovisual Rights Licence Agreements and Sponsorship Agreements) or fails to comply with the economic control rules approved by the General Assembly.

- f) During two consecutive seasons, the Club does not manage to average at least 8,000 paid tickets throughout the Euroleague season as established in the Euroleague Bylaws. For the purposes of this clause, it will be taken into account that the sale is effective, full-price, and according to a reasonable pricing policy. It will be evaluated if there is any evidence that the average of paid tickets has increased during this two-season period.
- g) In the country where the Club has its headquarters, reasonable expectations about audiovisual rights sales are not fulfilled with reference to the Club. Said expectations must be established in the Euroleague Business Plan, which will be subject to the approval of the General Assembly.

This rule will not be applied to those Clubs that have participated for less than three seasons in the Euroleague.

- h) 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, ECA, the Company, the Euroleague or other Clubs participating in the Euroleague (including but not limited to any action incompatible with basic values of sports and ethics);
- i) The Club has been formally declared bankrupt or insolvent by a competent body in its home country or has entered into liquidation or dissolution.
- j) The Club does not cooperate with the utmost diligence and in good faith with any governing body or representative of the Euroleague, EP, ECA or the Company or any of their successors or assignees.

In addition to the cancellation or suspension of the Licence Contract, EP may claim any damages related thereto.

- 14.** The Club shall not in any way assign or transfer this Licence Contract or the related licence to any third party nor shall assign or transfer to any third party the rights and duties arising hereunder, without the prior written consent of the General Assembly.

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

- 15.** This Licence Contract shall 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, shall 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 shall be conducted in English and the seat of arbitration shall 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 shall be bound by a duty of confidentiality.

In witness whereof, the parties have caused this Agreement 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 shall be deemed an original, but all of which together shall constitute one and the same instrument.

Signed by
Euroleague Properties S.A.

Signed by.....
The Club

APPENDIX II**B C 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 233875-72; 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 Mr, President of the Club.

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 the Club is willing to access to and participate in the competition named Euroleague (hereinafter referred to as the "Euroleague"), comprising the clubs of several European countries through the signature of the present Licence Contract; and,

WHEREAS the Club declares to fulfil the requirements established in the Euroleague Bylaws,

NOW, THEREFORE, both parties have agreed to enter into this Licence Contract, which shall be governed by the following

CLAUSES

- 1.** The Club agrees and commits itself to fulfil each and every rule appearing in the Euroleague 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 15 July of the current year the irrevocable first demand bank guarantee under the terms established in Article 11.6 of the Euroleague Club Licensing Rules and according to the model included in the relevant Appendix to the aforementioned Licensing Rules. Failure to provide the required bank guarantee within this deadline 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 Euroleague).
- 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 Euroleague, as described in the Euroleague Club Licensing Rules, and any subsequent modifications, amendments and appendices thereto.
- 4.** The Club commits itself to participate in the Euroleague, and in the Eurocup when appropriate, as well as in any exhibition, preparation or friendly game when the Club is required to do so, in full compliance with the rules, regulations, agreements and resolutions of the management bodies of EP, Euroleague Commercial Assets S.A. (hereinafter referred to as "ECA") and the company that may be constituted by ECA, or entrusted by ECA with the task, to deal with the organisation and administration of the Euroleague (hereinafter 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 commits itself to sign all the necessary documents required for the effective commercialisation of the audiovisual rights related to the Euroleague or any other competitions organised by EP or by any of its successors or assignees.
- 6.** The Club commits itself to subscribe for and purchase 40 (forty) ECA shares.

The Club commits itself, in its capacity as an ECA shareholder, to respect all shareholders' agreements and resolutions and to sign with the utmost care and promptness all the necessary documents required for the smooth and effective administration and organisation of ECA and the Euroleague (including but not limited to powers of attorney, minutes of shareholders meetings, and other corporate documents) in

full compliance with any instruction and/or deadline as specified by the governing bodies of ECA, EP, and/or the Company.

The Club also commits itself, upon expiry or cancellation of this Licence Contract, to sell all its ECA shares in full compliance with the procedures and pricing criteria established by the General Assembly.

The Club acknowledges and agrees that EP may demand payment to the bank having issued the guarantee mentioned under Clause 2 above for any amount owed for any reason whatsoever by the Club to EP, ECA, the Company or any ECA shareholder. The Club commits itself not to ask the bank to raise any exception against said demand.

- 7.** The Club expressly authorises EP, the Company, or any of its successors or assignees to use, without any restriction, the logo, symbol and name of the Club for any and all promotional and/or commercial purposes aimed at promoting the Euroleague, including the production, licence and/or sale of Euroleague merchandise.

The authorisation of the Club includes the right of EP to transfer or assign the use of the logo, symbol and name of the Club to the official Euroleague sponsors (hereinafter "Euroleague sponsors"), licensees, TV stations and other business parties, under the same conditions stipulated in the previous paragraph.

- 8.** The Club declares to have obtained, and transfers hereby to EP, the commercial exploitation of the rights of image of its players, 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 EP, and provided that these events are related to the Euroleague or any other competitions organised by EP or by any of its successors or assignees.

The choice of the system of commercial exploitation of the rights of image, granted in accordance with the previous paragraph, will be the remit of EP or any of its successors or assignees. The Club commits itself to the collaboration of the players in the selected system of commercial exploitation.

The Club declares to have obtained, and transfers hereby to EP, its players' name, likeness (photograph, caricature, etc), number, or any combination thereof, for any and all commercial and promotional purposes, including the production, licence and/or sale of Euroleague merchandise (as examples, and not as an exhaustive list: calendars, agendas, clothing, footwear, sporting articles, toys, video games), other than to imply any direct endorsement by the players of a product or service (other than the Euroleague and the Euroleague sponsors).

The authorisation of the Club includes the right of EP to transfer or assign the use of the rights above to Euroleague sponsors, licensees, TV stations and other business parties, under the same conditions stipulated in the previous paragraphs.

In those countries in which, in accordance with any applicable Collective Bargaining Agreement, the rights of image belong to the League, this clause must be adapted to the legal framework of those countries.

9. As for the audiovisual, sponsorship, advertising, internet and merchandising rights related to the Euroleague:

9.1. The Club hereby recognises and acknowledges that EP has been granted the sole and exclusive right to hold and exploit any and all commercial aspects of the Euroleague, including, but not limited to, the right to retain:

- a) All revenues from any Euroleague sponsor;
- b) All revenues from the exploitation of any and all audiovisual rights of any nature and pertaining to the Euroleague competition, including without limitation the use of any and all still images (provided that they have been extracted from moving images) and moving images, irrespective of how these images have 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 Euroleague (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 sponsor and other Euroleague sponsors and/or any Euroleague game;
- e) All revenues from Euroleague 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 Euroleague suppliers (including without limitation, the suppliers of the ball, drink and computer services);
- g) All revenues from official publications of the Euroleague.

- 9.2. The Club also acknowledges and agrees that EP is fully entitled, without limitation, to assign or transfer, in full or in part, any and all rights related to the Euroleague, as referred to in the preceding paragraph, to a third party according to the terms and conditions to be agreed between EP and such third party.
- 9.3. The Club acknowledges and agrees that EP is entitled to:
 - a) 20 minutes on the electronic advertising system, within the TV cameras coverage, in the arena where the Club is going to hold, as home team, the Euroleague games except for the games designated as Game of the Week, for which what is established in the Euroleague Regulations will apply;
 - b) One advertising space for Euroleague self-promotion or for Euroleague sponsors 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 basket support structure, and one advertising space for Euroleague sponsors placed on each end of the playing court, behind the endlines and in front of the basket support structures, in the arena where the Club is going to hold, as home team, the Euroleague games;
 - c) The sole ownership of the advertising rights of the arena where the Euroleague Final Four games and any other special events, including but not limited to All-Star games, are to be held.

The club acknowledges and agrees that any and all rights mentioned in this Paragraph 9.3 may be modified by the General Assembly.

The Club further acknowledges and agrees that EP is fully entitled, without limitation, to transfer or assign any and all rights arising from this Paragraph 9.3 to a third party.

- 9.4. The Club also acknowledges and agrees that EP may grant exclusivity to the main/naming/presenting/title sponsor of the Euroleague and may grant exclusivity to up to four Euroleague sponsors. In this case, under no circumstance may the Club's sponsors (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 Euroleague sponsors.

Notwithstanding the foregoing, the main/naming/presenting/title sponsor of the Club will be protected when it coincides with the Euroleague sponsors above. In this case, the aforementioned Euroleague sponsors might share advertising and promotional activities within the arena with the main/naming/presenting/title sponsor of the Club.

- 10.** The Club acknowledges and accepts that EP may transfer or assign the organisation and administration of the Euroleague to the Company.

The Club expressly agrees that EP may at its sole discretion set off and compensate for any sum due by the Club for any reason whatsoever (including but not limited to any economic obligations such as payment to referees, payment of fines or share transfer obligations) to EP, the Company, ECA and/or any other club participating or having participated in the Euroleague against any sum due by EP, or any of its successors 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, or
- b) Is a member of any other Club, or
- c) Is involved in any role whatsoever in the management, administration and/or sporting activity of any other Club, or
- d) Has any power whatsoever in the management, administration and/or sporting activity of any other Club.

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 Euroleague. In addition, no person involved in the management of a Club may, either directly or indirectly, hold or deal in the securities or shares of any other Club.

The Club accepts and declares that no person directly or indirectly by themselves or involved in any company representing players and/or coaches is or 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 stipulated term of this Licence Contract is one season. At the end of the one-season period, the Licence Contract shall expire on 30 June of that year, without prejudice to any pending obligations that are derived from the participation of the Club in the Euroleague and that shall remain in force until complete fulfilment. Should the Club maintain the requirements that, according to the Euroleague Club Licensing Rules, are necessary for participation in the Euroleague, the Club will be entitled to sign a new Licence Contract.

13. 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 Euroleague Club Licensing Rules:

- a) The Club fails to comply timely, accurately, completely and in good faith with any material obligation derived from this Licence Contract, the Euroleague Club Licensing Rules, or any other Euroleague regulation, rule, agreement or resolution of the governing bodies of EP, ECA, and the Company;
- b) In the case that the Club does not qualify for the Euroleague Top 16 and refuses to participate in the Eurocup within the same season, if it is entitled to in accordance with the Eurocup competition system.
- c) The Club fails to comply with its duties towards EP, ECA 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, ECA and the Company (including but not limited to the Audiovisual Rights Licence Agreements and Sponsorship Agreements) or fails to comply with the economic control rules approved by the General Assembly.
- d) 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, ECA, the Company, the Euroleague or other Clubs participating in the Euroleague (including but not limited to any action incompatible with basic values of sports and ethics);
- e) The Club has been formally declared bankrupt or insolvent by a competent body in its home country or has entered into liquidation or dissolution.

- f) The Club does not cooperate with the utmost diligence and in good faith with any governing body or representative of the Euroleague, EP, ECA or the Company or any of their successors or assignees.

In addition to the cancellation or suspension of the Licence Contract, EP may claim any damages related thereto.

- 14.** The Club shall not in any way assign or transfer this Licence Contract or the related licence to any third party nor shall assign or transfer to any third party the rights and duties arising hereunder, without the prior written consent of the General Assembly.

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

- 15.** This Licence Contract shall 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, shall 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 shall be conducted in English and the seat of arbitration shall 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 shall be bound by a duty of confidentiality.

In witness whereof, the parties have caused this Agreement 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 shall be deemed an original, but all of which together shall constitute one and the same instrument.

Signed by
Euroleague Properties S.A.

Signed by.....
The Club

APPENDIX III**BANK GUARANTEE MODEL**

The Bank with registered office at..... and legally represented by Mr/Ms.....and Mr/Ms....., who are duly empowered to authorise the execution, delivery and performance of this Bank Guarantee

GUARANTEES

And constitutes itself as guarantor of the club.....(hereinafter referred to as the "Club") for an amount of up to 300,000 euros (three hundred thousand euros)/100,000 euros (one hundred thousand euros), constituting a bank guarantee for and in favour of Euroleague Properties S.A., which is the company (hereinafter referred to as the "Company") designated as responsible for the organisation and administration of the Euroleague competition (hereinafter the "Competition") in which the Club has committed itself to participate in full compliance of the Bylaws by subscribing the Licence Contract.

This Bank Guarantee ensures:

- a) Compliance with the obligations of all kinds and natures that the Club, in accordance with the Bylaws, assumes as a result of its subscription to the Licence Contract and as a result of its participation in the Competition, specifically including the guarantee of the commitment to participate in all the competitions that are held during no less than three/one season(s) (from 1 July 20.... to 30 June 20....).
- b) The economic obligations assumed by the Club before the Company responsible for the organisation and administration of the competitions as a result of the Club's participation therein, including but not limited to registration fees, refereeing payments, fines and other financial penalties, or any amount owed for any reason whatsoever according to the Licence Contract stipulated between the Company and the Club.

The Bank hereby irrevocably undertakes to pay the Company on first demand – irrespective of the validity and the legal effects of the Competition, or irrespective of the contractual relationship arising thereupon between the Club and the Company, and expressly waiving any and all rights of objection and defence belonging to the Bank and/or arising from said contractual relationship – an amount of up to 300,000 euros (three hundred thousand euros)/100,000 euros (one hundred thousand euros), including capital, interests and all other charges, upon receipt of the Company's request for payment and the Company's confirmation of said request in writing (hereinafter referred to as the "Notification") indicating the amounts which, for any reason, are due by the Club to the persons or entities that apply, and even to the Company itself. The Bank hereby irrevocably undertakes that any payment hereunder will be due within a maximum period of ten calendar days from the receipt of the Notification.

This Bank Guarantee shall be enforceable one or several times up to the maximum guaranteed amount of 300,000 euros (three hundred thousand euros)/100,000 euros (one hundred thousand euros). The maximum guaranteed amount of this Bank Guarantee will be reduced by any payment effected by the Bank hereunder.

The present undertaking of the Bank shall be valid until 30 July 20.... and shall automatically expire in full if the Company's Notification is not received by the Bank on or before this date.

If any provision of this Bank Guarantee is held to be invalid or unenforceable, then said provision shall (so far as it is invalid or unenforceable) be given no effect and shall be deemed not to be included in this Bank Guarantee but without invalidating any of the remaining provisions.

All disputes arising out of or in connection with this Bank Guarantee shall be finally and exclusively settled under the Rules of Arbitration of the International Chamber of Commerce by a panel of three arbitrators appointed in accordance with said Rules. The Parties agree that Lugano (Switzerland) shall be the place of arbitration and English shall be the language of arbitration.

Place and date.

Signed by the Bank

Signed by a public authority (for instance a Notary Public) whose signature allows the direct execution of this Bank Guarantee.

APPENDIX IV**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 has not been declared bankrupt or insolvent by any competent body.
- 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.
- The Club does not have any outstanding debts with Euroleague Properties S.A. and/or the company designated by Euroleague Properties S.A. to manage the Euroleague and Eurocup competitions.

Signed in [place] on [date]

[The Club]

By:
Title:

[Auditing Firm]

By:



EUROLEAGUE REGULATIONS

EUROLEAGUE REGULATIONS

CHAPTER I

General Regulations

Article 1. Company Structure

- 1.1.** Euroleague Commercial Assets S.A. is the limited liability company (hereinafter "ECA"), acting pursuant to Luxembourg law, with registered office in rue Beaumont 17, L-1219 Luxembourg. It is governed by its Statutes and the resolutions of its governing bodies, the owners of which are the clubs participating in the Euroleague and a number of Leagues.
- 1.1.1.** The General Assembly is the ECA body of representation and governance, where the ECA shareholders meet, which is responsible for the general supervision of the issues regarding the Euroleague and for approving the Bylaws. In addition, it ensures the coordination of the clubs and has the authority to make decisions and confer functions on the Shareholders Executive Board.

Any regularly constituted meeting of the ECA shareholders will represent the entire body of shareholders of the company. Resolutions of the shareholders are made by the General Assembly and are recorded in the minutes that are deposited in the registered office of ECA.

General meetings of the General Assembly will be held in the place, on the day and at the time specified in the notice of the meeting. If an amendment of any provision of the articles of the ECA Statutes is needed, an extraordinary meeting of the General Assembly will be held.

Written notices convening a meeting of the General Assembly will be sent by email to each shareholder at least eight days before the meeting, except for the annual meeting of the General Assembly to approve the annual accounts of ECA, for which the notice will be sent by registered letter at least 21 days prior to the date of the meeting.

If all shareholders are present or represented at the meeting of the General Assembly and state that they have been duly

informed regarding the agenda of the meeting, the meeting of the General Assembly may be held without prior notice.

Any shareholder entitled to attend a meeting of the General Assembly may appoint as proxy another person who does not need to be a shareholder. This appointment will be made by the shareholder in writing (by email or fax) prior to the commencement of the meeting of the General Assembly.

Decisions in ordinary meetings of the General Assembly will be made by the majority of the votes of the members present or represented.

Extraordinary meetings of the General Assembly will not validly deliberate unless at least one half of the capital is represented and the agenda indicates the proposed amendments to the articles of the ECA Statutes and, where applicable, the text of those articles concerning the object or the form of the company. If the first of these conditions is not satisfied, a second extraordinary meeting of the General Assembly may be convened by means of a notice published twice, at a 15-day interval at least and 15 days before the meeting, in the *Mémorial Recueil des Sociétés et Associations* and in two Luxembourg newspapers. Such convening notice will reproduce the agenda and indicate the date and the results of the previous meeting. The second meeting will validly deliberate regardless of the proportion of the capital represented. At both meetings, resolutions, in order to be adopted, must be carried by at least two-thirds of the votes cast. Votes cast will not include votes attaching to shares in respect of which the shareholder has not taken part in the vote or has abstained or has returned a blank or invalid vote.

In the meeting held on 17 February 2009 in Rome, the General Assembly constituted the Shareholders Executive Board and granted it the duties to submit proposals and recommendations to the General Assembly, monitor and control the observance of the resolutions made by the General Assembly, take urgent measures when there is no time to convene a meeting of the General Assembly (subject to the subsequent ratification of the General Assembly), and exercise any further functions conferred on it by the General Assembly.

The Shareholders Executive Board will consist of the following members, elected by the General Assembly, for a three-year term of office:

- Eight representatives of the shareholders that participate in the Euroleague competition.
- Four representatives of the Leagues.
- The Chief Executive Officer, who will act as chairman of the Shareholders Executive 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.

- 1.2.** Euroleague Properties S.A., or any of its relevant permitted successors or assignees (hereinafter "EP"), is the limited liability company, controlled by ECA, responsible for managing and organising the Euroleague and Eurocup competitions (hereinafter "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.** EP has designated the company Euroleague Entertainment & Services, S.L.U. (hereinafter the "Company"), controlled by ECA, as the body responsible for the management and administrative organisation of the Euroleague Basketball competitions in accordance with what is established in the relevant Bylaws. The Company must adhere to the Euroleague Regulations (hereinafter these "Regulations") and any future modifications, amendments or derogations whenever the governing bodies approve them.

Article 2. Management and Organisation of the Competition

- 2.1.** 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 Euroleague. It is understood that all administrative procedures the participating clubs have in relation to their participation in the competition, either provided in the Euroleague Club Licensing Rules or in these Regulations, will be carried out with the Company.
- 2.2.** The executive functions of the Company will be entrusted to its Chief Executive Officer (hereinafter "Euroleague Basketball CEO") who will be appointed by ECA and who will report to this body. The Euroleague Basketball CEO will be the executive responsible for organising the competition. To these effects, the Euroleague Basketball CEO will adopt all necessary agreements and resolutions for the execution of these Regulations.

- 2.3.** Each season the Company, in addition to dealing with the organisation and administration of the Euroleague Basketball competitions, may organise the SuperCup competition, to be played between the Euroleague champion and the Eurocup champion from the previous season.
- 2.4.** The Company may also organise games or tournaments of friendly nature with the participation of Euroleague clubs, players and coaches, as well as any other promotional event.

Article 3. Object of these Regulations

The object of these Regulations is to regulate the development of the Euroleague competition in each and all of its phases and to establish the relationship between the participating clubs and the Company throughout the season, without prejudice to what is stipulated in the Bylaws (including its appendices) and in any decisions adopted by the governing bodies.

Article 4. Official Season

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

Article 5. Participants

The clubs, players, coaches, team followers, officials (referees and observers), Euroleague Basketball delegates, statistics crews and table officials who wish to participate in the Euroleague must register in compliance with these Regulations.

Article 6. 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.

C H A P T E R I I

Registration of Clubs**Article 7. Requirements for Registration****7.1.**

The right to participate in the Euroleague will only be held by those clubs that meet the conditions provided in the Euroleague Club Licensing Rules or those that might be established in the future as a result of any modification or amendment approved in the Euroleague Club Licensing Rules. Valid annual registration in the competition will also require compliance with the following:

- a)** Underwriting of the official model of the Licence Contract. (Appendix II to the Euroleague Club Licensing Rules).
- b)** Provision of a bank guarantee in favour of EP, to respond to the fulfilment of the obligations that the club enters into by its subscription to the Licence Contract and by its participation in the Euroleague -and in the Eurocup when appropriate- including its waiving of participation therein when the club has this right by virtue of what is established in the Euroleague Club Licensing Rules. The amount and the expiration of the bank guarantee will be determined in accordance with the criteria established in Article 5.6 and Article 11.6 of the Euroleague Club Licensing Rules.
- c)** Subscription of the number of shares set by the General Assembly, and included in the Euroleague Club Licensing Rules.
- d)** Participation in the Domestic Championship during the current season.
- e)** Provision of an express declaration of sound financial position of the club, stating that the club has not been formally declared bankrupt or insolvent by a competent body in its home country and has not entered into liquidation or dissolution, following the model shown in Appendix IV to the Euroleague Club Licensing Rules. This declaration will be certified by an auditing firm.
- f)** Payment of the amount of the annual registration fee agreed by the General Assembly.

- g)** Provision of documents to demonstrate that the club complies with the requirements set forth by the rules of the game and these Regulations.
- h)** Provision of a document to demonstrate the existence of an international airport at a maximum distance of 100km by road from the arena, with enough daily flights to allow the visiting team and officials to have access to the city under the right conditions, without significant disruption to their schedule.
- i)** Submission of documents including the Arena Short Form to demonstrate that the club has use of an arena to hold its home games with the minimum capacity established in the Euroleague Club Licencing Rules, 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. If it is necessary, the Company may request the club to provide information regarding another arena that might replace 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 minimum arena capacity for A Licence clubs is 10,000 seated spectators.

The minimum arena capacity for B and C Licence clubs is 5,000 seated spectators.

- j)** Submission of the content of the agreements between the club and the owner and/or managing company of the arena for the use of the arena. The club must send 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.
- k)** Provision of documents to demonstrate the availability of a minimum number of two 4 star hotels within the city area where the arena is placed.
- l)** Submission of the Club Registration Form duly completed.

7.2. Other requirements are included in Article 5 and Article 11 of the Euroleague Club Licensing Rules.

7.3. Requirements for Registration in the Qualifying Rounds

The requirements for the clubs that participate in the Qualifying Rounds are the same as those stated in Article 7.1, excluding 7.1 a), 7.1 b) and 7.1 c). The minimum arena capacity is 5,000 seated spectators.

Article 8. Period and Procedures for Admission

8.1. The period for the clubs to present documents to the Euroleague Basketball office for registration will end on June 10 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 Championships have not finished, the Euroleague Basketball CEO may set another date.

8.2. The registration will not be considered valid if the club does not submit by the registration deadline the information regarding the arena where the games will be played during the season.

8.3. The Company may reject the registration of a club in the event that a sanction from FIBA 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.

8.4. The Company will approve or reject the registration of a club once it has been verified that the requirements set forth in these Regulations and in the Euroleague Club Licensing Rules have been fulfilled.

8.5. 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.

8.6. The registration will be rejected if the requirements are not fulfilled or when the formal omissions have not been corrected within the given time.

8.7. Should a vacancy become available in the competition, either because of a club's refusal or through the provisions of Article 8.6, the advisability of a substitution and the procedure to carry it out will be decided in accordance with what is established in

Article 7 and Article 12 of the Euroleague Club Licensing Rules, depending on the type of licence that the club has left vacant.

- 8.8.** If a vacancy arises among the clubs with the right to participate in the Qualifying Rounds for whatever reason, the Shareholders Executive Board will propose the substitution of the place for a wild card to the General Assembly, which will be granted to the club that the General Assembly considers appropriate at its own discretion.

Article 9. Name of the Team

- 9.1.** The clubs may register their team in the competition with either the name of the sports entity (the club), or with that of the main/naming/presenting/title sponsor, 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.
- 9.2.** The name of one commercial company at most may appear in the name of the team, without detriment to what is provided in Article 70 that governs advertising exposure on the playing uniforms.
- 9.3.** No change in the name of the team will be allowed once the season has started, unless caused by the change of the main/naming/presenting/title sponsor and only if the club is signing an agreement with a new sponsor for at least two years. If the club loses the main/naming/presenting/title sponsor for any reason not attributable to the club, the Company may waive the requirement for the agreement with a new sponsor as mentioned above. In whatever case, the prior approval of the Company will be required before proceeding to the change.

CHAPTER III

Registration of Teams

Article 10. Documentation and Periods

10.1. The clubs must present to the Euroleague Basketball office the documentation necessary to apply for registration of their teams in the competition, including a minimum of 10 players, by 15 September. The Registration Documents, including a minimum of 14 players and the other team members, must be submitted one week before the first Regular Season game. 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, which may differ from the name featured in their passport. This alias will have to be approved by the Company.

10.2. The Registration Documents of each team will include the following members:

- a)** A minimum of 14 and a maximum of 16 players
- b)** One head coach
- c)** A maximum of two assistant coaches
- d)** One team manager
- e)** One doctor
- f)** A maximum of three additional team followers

10.3. The clubs may complete the Registration Documents or replace the players included therein until 18:00 CET on the day prior to the beginning of Round 1 of the Top 16 (except for the provisions stipulated in Article 10.4). There is also a short period for replacing players (except for the provisions stipulated in Article 10.4) that lasts during the two days immediately prior to the first game of Round 8 of the Top 16 (Tuesday and Wednesday of that week) until 18:00 CET. These are the only periods when changes in the roster will be allowed.

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 all these periods, changes will be allowed until Wednesday at 18:00 (CET) on the week of the calendar date for the game in question. These deadlines refer to the arrival of the documentation at the Euroleague Basketball office.

- 10.4.** During the same season, a player may only transfer from one Euroleague club to another Euroleague club once: during the period between the end of the Regular Season and 18:00 CET on the day prior to Round 1 of the Top 16. To these effects, a club no longer participating in the competition is not considered a Euroleague club.

Notwithstanding the above, the players that have participated in the Euroleague Qualifying Rounds may be registered for the Regular Season by any Euroleague club.

- 10.5.** 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.

- 10.6.** For the other team members included on the Registration Documents, the deadline for new registrations or replacements will be Wednesday at 18:00 (CET) on the week of the Final Four. Before the deadline above, changes will be allowed until 18:00 (CET) on the Wednesday of the week of the calendar date for the game in question. These deadlines refer to the arrival of the documentation at the Euroleague Basketball office.

- 10.7.** 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)** Their preferred tip-off time of the games when they play as the home team, without prejudice to the fact that the Euroleague Basketball CEO will set the time at which the games are held in accordance with the interest of broadcasting or for other reasons that are in the best interests of the Euroleague.
- b)** The colour of the main and reserve playing uniforms.
- c)** Any other information that may be required in relation to the club's participation requirements.

- d)** The name of the person designated as technical court coordinator for their home games.

Article 11. Players

- 11.1.** Each club participating in the Euroleague may register players without any restriction due to nationality.
- 11.2.** Only those players who are duly registered with their clubs will be entitled to participate.
- 11.3.** The clubs must submit the following documents:

11.3.1. Documentation

- a)** Original copies of the following documents:
- Player Registration Form.
 - A colour passport-size photograph of each player, taken within the last three months, sent by email.
- b)** Photocopies of the following documents:
- 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 in accordance with Article 11.3.2 below.
- c)** 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.

Documents received by email will be considered valid, except when the Company expressly requests the original.

11.3.2. Standard Player Contract

It will be compulsory to present the contract of each player when registering in the competition. This contract must be in

accordance with the Standard Player Contract, approved by the General Assembly, included as Appendix II to these Regulations.

Players aged 18 and younger at the conclusion of the season are excluded from this requirement and do not need to sign the Standard Player Contract.

- 11.4.** A minimum of 10 and a maximum of 12 players may be registered on the scoresheet of each game. These must be present, appropriately dressed and fit to play.
- 11.5.** Any players who are registered with their club and not included on the scoresheet of a game may sit in the team bench area in street clothes, and will be entered on the reverse side of the scoresheet. Their participation in the game will be the same as a team follower.
- 11.6.** The participation of a player not included on the Registration Documents approved by the Company will be considered as an improper fielding of a player.
- 11.7.** A player registration request will be answered within a maximum period of five days from the time the request has been submitted.
- 11.8.** 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 Euroleague and be authorised by the Company. When registering the player, the club will provide the documents supporting this circumstance.

Article 12. Coaches

- 12.1.** On the Staff Registration List, the club must state which coach is the Head Coach, and the others will be assistant coaches.
- 12.2.** The position of coach will not be compatible with a managerial or executive position in the club if the person holding this managerial or executive position attends meetings of the General Assembly and/or the Shareholders Executive Board as a club representative.

Article 13. Team Followers

- 13.1.** Each club must register at least one team manager and one doctor.
- 13.2.** The position of team follower will not be compatible with a managerial or executive position in the club if the person holding this position attends meetings of the General Assembly and/or the Shareholders Executive Board as a club representative.
- 13.3.** The doctor and the team manager will be considered as team followers.
- 13.4.** The team manager will be responsible for submitting the Authorisation List and the Game List to the scorer of the game, as established in Article 29.3.

Article 14. Technical Court Coordinator

- 14.1.** During home games, the technical court coordinator will be seated at the scorer's table and will be responsible for:
- a)** Accompanying the referees from the entrance of the arena to the locker rooms and from the locker rooms to the playing area before the game starts, during half-time and at the end of the game or under any other circumstance where it might seem suitable, complying with the instructions received from the referees.
 - b)** Acting as a link between the two teams and indicating the locker rooms that are to be used.
 - c)** Providing both teams with sufficient benches or chairs to seat the coaches, players and registered team followers, up to a maximum of 19.
 - d)** Arranging the positioning of the benches or chairs at the regulatory distance from the scorer's table, away from the public and preventing them from being occupied by members of the public.
 - e)** Meeting the doping control officers and accompanying them to the doping control room.

- f)** Assisting the officiating crew chief by making photocopies of both sides of the scoresheet and handing these to each team immediately following the end of the game.
- g)** Assisting the officiating crew chief by scanning and sending the scoresheet to the Euroleague Basketball office within 30 minutes following the end of the game.
- h)** Maintaining order on the playing court requesting the necessary intervention of security personnel before, during and after the game.

The technical court coordinator must be able to communicate fluently in English, besides in the local language.

The position of technical court coordinator will not be compatible either with any team follower position, any managerial position or with the club representative position at the General Assembly and/or the Shareholders Executive Board.

Article 15. Registration of Coaches, Team Followers and Technical Court Coordinator

To register the coaches and/or team followers, the club must present, together with the Staff Registration List, a photocopy of each coach/team follower's passport and a colour passport-size photograph of each coach/team follower, taken within the last three months, sent by email.

To register the technical court coordinator, the club must provide, together with the Registration Documents, a photocopy of their passport sent by email, email address and mobile phone number.

Article 16. Team Member Authorisation

- 16.1.** After all the documents required in this chapter have been submitted and approved, the Company will provide the corresponding Authorisation List.
- 16.2.** The Company will display the players and coaches that feature in each team's Registration Documents on the Euroleague website, as well as all changes that take place.

Article 17. Registration Deadlines

The Euroleague Basketball CEO may set a different team registration deadline for the clubs participating in the Qualifying Rounds.

Article 18. Mediation Regulation

In the event of any dispute between clubs (participating in the Euroleague and/or the Eurocup) from different countries arising out of or in connection with the hiring and transfer of a player or coach, the clubs and the player or coach concerned must submit the matter to amicable settlement proceedings under the Mediation Regulation, included as Appendix IX to these Regulations, prior to resorting to any other authority or mechanism of adjudication or settlement.

C H A P T E R I V

Competition

Article 19. General Rules

The General Assembly is the competent body to approve and modify the competition system of the Euroleague.

Article 20. Competition System

The competition will be played in five different phases as follows: Qualifying Rounds, Regular Season, Top 16, Playoffs and Final Four.

20.1. Qualifying Rounds

20.1.1. Qualifying Rounds Draw

Each season by September at the latest, a draw will be held to determine the match-ups for the Qualifying Rounds.

The draw will be public. The Company will decide the venue where the draw will take place.

The General Assembly will approve the rules for the draw (enclosed as Appendix V) and any further modifications.

20.1.2. System of Play

The eight participating teams will be divided into an eight-team bracket by means of a draw.

They will play three rounds over four days in a central venue.

The winner will advance to the Euroleague Regular Season.

The rest of the teams will automatically qualify for the Eurocup Regular Season in the same season.

20.1.3. General Principles

The Company will be responsible for organising the Qualifying Rounds.

Responsibilities related to the organisation of the Qualifying Rounds may be delegated 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 and marketing rights for the Qualifying Rounds.

The Company will determine the financial and infrastructural conditions for allocating the venue and will also be responsible for selecting it.

The Company may carry out various activities both inside and outside the venues with the objective of promoting and commercialising the Qualifying Rounds, and will supervise all decisions related to communication, advertising and public relations.

Each participating club will cover its travel, accommodation and meal expenses (including the transport within the city in which the games are played), as well as any other extra expenses that it may generate. The costs of the officials and Euroleague Basketball delegates fees and expenses will be covered by the participating clubs proportionally to the games played by each team.

A minimum of 100 tickets will be reserved for each of the participating clubs, so that the clubs can purchase them exclusively for their fans.

The clubs cannot resell the tickets without the prior authorisation of the Company. In the case that the clubs do not sell all tickets to their fans, they will return them to the Company to redistribute them.

The clubs will participate and collaborate in the press conferences and other public events of the Qualifying Rounds when they are required to do so by the Company.

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

- a)** Game and practice schedules.
- b)** Playing uniform colours.

- c)** Accreditation and invitation system for games and other activities organised during the event.
- d)** Use of the logo.
- e)** Activities that require the participation of the clubs, their players, coaches and representatives.
- f)** Requirements of Euroleague.net, Euroleague.tv and other media.
- g)** Location of the tickets reserved for each participating club in the arena, as well as the deadlines for acquiring them.

20.2. Regular Season

20.2.1. Regular Season Draw

Each season by 20 September at the latest, 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 General Assembly will approve the rules for the draw and any further modifications (enclosed as Appendix V to these Regulations).

The Regular Season calendar (match-ups) will be determined through a random computer draw.

20.2.2. System of Play

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

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

20.2.3. 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 21.

At the end of the Regular Season, the top four teams from each group will move on to the Top 16. The rest of the teams will participate in the Eurocup competition in compliance with the Eurocup Regulations.

20.3. Top 16

20.3.1. System of Play

The 16 qualified teams will be divided into two groups (E, F) of eight teams each. The teams will be placed in their respective groups in the following manner:

Group E:

1st place Group A, 2nd place Group B, 3rd place Group C, 4th place Group D, 1st place Group C, 2nd place Group D, 3rd place Group A and 4th place Group B.

Group F:

1st place Group B, 2nd place Group C, 3rd place Group D, 4th place Group A, 1st place Group D, 2nd place Group A, 3rd place Group B and 4th place Group C.

Each group will play in a round-robin format (each team against all the others both home and away). The Top 16 calendar (match-ups) will be determined through a random computer draw.

20.3.2. Top 16 Standings

After each round and at the end of the Top 16, a standing in each group will be established according to the same criteria as in the Regular Season.

At the end of the Top 16, the four best teams in each group, according to the standings, will move on to the Playoffs. The rest of the teams will be eliminated from the competition.

20.4. Playoffs

The eight qualified teams from the Top 16 will play the Playoffs.

System of Play

The Playoffs will be held in a best of five games format. The team that wins the series will be the first team to win three games. The first two games will be played on the playing court of the first place team, the third game and, if necessary, the fourth, will be played on the playing court of the second place team and the fifth game, if necessary, will be played on the playing court of the first place team. The match-ups for the Playoffs will be as follows:

Playoff A: 1st place Group E vs. 4th place Group F
Playoff B: 2nd place Group F vs. 3rd place Group E
Playoff C: 1st place Group F vs. 4th place Group E
Playoff D: 2nd place Group E vs. 3rd place Group F

The winners of the Playoffs will advance to the Final Four.

The rest of the teams will be eliminated from the competition.

20.5. Final Four

20.5.1. System of Play

The four teams remaining in the competition after the Playoffs will play the Final Four. This event will be held in a venue to be determined by the Company. The match-ups for the semifinals will be as follows:

Semifinal A: Winner of Playoff A vs. Winner of Playoff B
Semifinal B: Winner of Playoff C vs. Winner of Playoff D

The winners of the semifinals will play the Championship Game as follows:

Winner of Semifinal A vs. Winner of Semifinal B

The winner of the Championship Game will be the Euroleague champion.

Prior to the Championship Game, the Third Place Game will be played as follows:

Loser of Semifinal A vs. Loser of Semifinal B

If a team(s) from the host city participates in the Final Four, they will be treated as the home team in all the games they will

play, except if they play each other, in which case the criteria mentioned above will prevail.

20.5.2. General Principles

The Final Four will be considered as a whole in terms of organisation, and the Company will be responsible for organising it.

Responsibilities related to the organisation of the Final Four may be delegated 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.

Depending on the capacity of the arena and ticket demand, the Company may decide that the two semifinals will be played and ticketed separately as two different sessions played on the same day and in the same arena.

EP will be the owner of all audiovisual, advertising and marketing rights for the Final Four event.

The Company will establish the financial and infrastructural conditions for selecting the venue for the event.

The Company may carry out various activities both inside and outside the venues with the goal of promoting and commercialising the Final Four, and will supervise all decisions related to communication, advertising and public relations.

The clubs will participate and collaborate in the press conferences and other public events of the Final Four when they are required to do so by the Company.

EP will reserve a minimum of 600 tickets for each of the participating clubs, so that the clubs can purchase them exclusively for their fans.

The clubs cannot resell the tickets without the prior authorisation of EP. In the case that the clubs do not sell all tickets to their fans, they will return them to EP to redistribute them.

At the Company's request, the club will provide the Company with all the information regarding its fans attending the Final Four, 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 club 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.

At the Company's request, each club will take all necessary steps so that the police from its country accompany its team fans during the entire Final Four and cooperate with the police from the Host's country.

The Company will establish the rules that the clubs participating in the Final Four 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 games and other activities organised during the event.
- e)** Use of the Final Four logos.
- f)** Means of transport (including arrival and departure dates) and accommodation in the host city of the Final Four.
- g)** Activities that require the participation of the clubs, their players, coaches and representatives.
- h)** Requirements of Euroleague.net, Euroleague.tv 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 Final Four meetings.

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

20.6. Euroleague Champion

The Euroleague champion will participate in the competition the following season provided that the club fulfils the requirements of the Euroleague Club Licensing Rules.

20.7. Final Standings

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

First place will correspond to the Euroleague champion. Second place will be occupied by the runner-up. The winning team in the Third Place Game will occupy third place, and the loser will occupy fourth place.

Fifth to eighth places will correspond to the losing teams in the Playoffs ranked according to the greatest number of victories in the Playoffs. In case of a tie in the number of victories between some or all of these four teams, the deciding criteria will be the greatest number of victories in the Top 16, and the tie-break criteria stipulated in Article 21 will be applied if the tie persists.

Ninth to sixteenth places will correspond to the other eight teams that played the Top 16, ranked according to the greatest number of victories, and applying the tie-break criteria stipulated in Article 21 in the event of there being a tie in the number of victories between two or more teams.

Seventeenth to twenty-fourth places will correspond to the teams that participated in the Regular Season but that did not qualify for the Top 16, applying the same criteria described in the previous paragraph.

Article 21. Tie Breakers

- 21.1.** Should a team have been sanctioned with the loss of a game 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.
- 21.2.** 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 21.1.
- 21.3.** 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.

21.4. 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 Playoffs 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:

21.4.1. 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.

21.4.2. 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.

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

21.5. 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 a losing score of 0-20 will be taken into account.

C H A P T E R V

Calendar, Dates and Times of the Games

Article 22. Calendar

- 22.1.** The General Assembly will approve the official calendar of the competition before each season's Regular Season Draw. This calendar is enclosed with these Regulations as Appendix I.
- 22.2.** 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.

Article 23. Dates and Times of the Games

- 23.1.** The games will be held on Thursdays and Fridays, except for the Qualifying Rounds and Playoff games, which will be held on the dates established in the calendar. Taking into account the interests of broadcasting, optimising ticket sales and the competition itself, the Euroleague Basketball CEO will set the day on which the games are held.
- 23.2.** The Final Four games will be held on the same dates as established in the official calendar, unless the Host Broadcaster should require changes, which must be approved by the Euroleague Basketball CEO.

23.3. Tip-Off Times of the Games

- a)** 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, who will make a decision on this petition.
- b)** When the games are broadcast on TV, as a consequence of an agreement signed between a Rights Holder and EP, it is the Euroleague Basketball CEO's duty to establish the exact tip-off time of the games.
- c)** 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).

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

- a)** When the requesting club has not complied with the provision stated in Article 7.1. j), its request for a date or time change will not be attended to.
- b)** The date and/or time may be changed within the limits established in Article 23.1 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.
- c)** A change in date requested by the visiting club will, in all cases, require the acceptance of the home club.
- d)** The time may be changed when the visiting 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 home club is required.
- e)** A request by the Host Broadcasters to change the date and/or time of a game made less than six 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.
- f)** A request by the Rights Holder of the visiting club's games 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.
- g)** 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.

- h)** All changes of date and time will be reported to the other clubs and the media within 24 hours following authorisation.
- 23.5.** 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.
- 23.6.** A game may only be suspended when, due to injury or illness, the club does not have a minimum of eight of the players registered on the Registration Documents for the competition. The Company may require or make any ascertainment it deems suitable concerning the diagnosis of the injuries or illnesses.

Article 24. Standard Pre-Game Timing Format

- 24.1.** The arena must be prepared and available for the teams one hour and 30 minutes before the game is scheduled to begin.
- 24.2.** Regardless of the scheduled tip-off time, 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	20:37:30	(00:07:30)
Visiting Team Presentation	20:38:00	(00:07:00)
Home Team Presentation	20:39:00	(00:06:00)
Last Warm-Up Period	20:40:30	(00:04:30)
Teams to Bench Area	20:42:00	(00:03:00)
Starting Fives and Referees Line-Up, Euroleague Anthem	20:43:30	(00:01:30)
Tip-Off	20:45:00	(00:00:00)

- 24.2.1.** All pre-game activities scheduled by the club must take place before or during the warm-up of the teams in order to preserve the standard pre-game timing format and the team presentation.

- 24.2.2.** Clubs may introduce the players in any order they choose. However, the order of the line-ups must be provided to the Rights Holders no later than one hour prior to going live on air.
- 24.2.3.** 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.
- 24.2.4.** The use of different lighting, as considered most suitable for the event, will be allowed only during the presentation of the teams, provided that before tip-off, the lighting must be in accordance with the applicable arena rules. Once the game has started, the lighting in the area of the playing court may not be altered, except during half-time and only while the two teams are in the locker rooms. During the Game of the Week, the provisions of Chapter XII will apply.
- 24.2.5.** At least 24 hours before the game, the home club will inform the Euroleague Basketball office and the visiting club of 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 periods. The visiting club must be given this information before the end of its official practice scheduled for the evening before the game.
- 24.2.6.** The clubs cannot alter under any circumstance the last 10 minutes of the standard pre-game timing format. Therefore, a club may only make changes to the standard pre-game timing format until 10 minutes prior to the tip-off time of the game, and with the Company's approval.

CHAPTER VI

Games

Article 25. Rules of the Game

The Official Basketball Rules as approved by FIBA will apply in all games, except for those modifications approved by the General Assembly.

Except for the games of a two-game home and away total points series, no game will be considered finished if at the end of the fourth period the score is tied. In such a case, the game will continue during an extra period of five minutes, or as many additional five-minute periods as necessary to break that tie. At the same time, there will be a two-minute break for the players to rest at the end of each extra period.

If the combined score at the end of the second game of a two-game home and away total points series is tied, teams will play extra period(s) of five minutes until the tie is broken.

Article 26. Official Ball

The official ball will be the one designated by the General Assembly and will be the only one that may be used in games and practices.

Article 27. Playing Uniforms

- 27.1.** The player uniforms will be authorised by the Company as stated in Articles 70.3.1 and 70.5.3.
- 27.2.** The home team will wear its main playing uniform unless requested by the Company to wear its reserve playing uniform.
- 27.3.** 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.
- 27.4.** 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 28. Official Date of the Games

- 28.1.** 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.
- 28.2.** 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.

Article 29. Authorised Persons

- 29.1.** The only people who can be in the playing area and its surroundings and sit on the respective team benches are the team members registered on the Registration Documents approved by the Company. The maximum number of seats will be 19. 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.
- 29.2.** The officiating crew chief will order any person not complying with these conditions to leave the team bench area or any place close thereto. Likewise, the officiating crew chief will order any person having been sanctioned with a disqualifying foul to leave the team bench area.
- 29.3.** The team manager will provide the scorer appointed for the game with the Authorisation List and the Game List duly completed, at least 20 minutes before the tip-off time of the game.
- 29.4.** The scoresheet must include all people on the team bench up to a maximum number of 24.

Article 30. Anthems

Only the Euroleague anthem and the club's anthem will be allowed to be played at games, always following the instructions of the Company.

Article 31. Beginning of the Game, Main Game Clock and Time-Outs

31.1. The teams may not use any excuse for not holding a game or delaying its start when they have been required by the referees to start. Any refusal to comply with the referees' order may be considered as failure to appear.

31.2. The main game clock must always display the countdown until the beginning of play in the following situations: during pre-game, intervals of play between periods and half-time and before any extra periods.

31.3. TV Time-Outs

The Company reserves the right to apply TV time-outs in all games. In such a case four mandatory TV time-outs will be applied per game, one in each period. All TV time-outs will have a duration of 60 seconds each. TV time-outs will not exist in extra periods.

TV time-outs will be applied in the following manner:

- a)** The first 30- or 60-second time-out requested by a team in any period will be considered a TV time-out and will have a duration of 60 seconds. This time-out will count as both a TV time-out and the respective 30- or 60-second time-out for the team that has requested it.
- b)** If neither team has requested a time-out before the last five minutes remaining in the period then a TV time-out will be granted at the first opportunity when the ball is dead and the game clock is stopped, with the main game clock displaying 04:59 or less time. This time-out will not be charged against either team.

The timer will be the person responsible for calling all TV time-outs.

The speaker must announce using the public address system whether it is a TV time-out or a regular time-out charged to either team.

Article 32. Suspension of the Game and Preventive Measures

32.1. 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 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 allowing the referees to take the necessary measures they deem appropriate to guarantee the normal completion of the game.

- 32.2.** In the event of force majeure and in the cases expressly stated in these Regulations, the officiating crew chief will be empowered to suspend the game by delegation of the Euroleague Basketball CEO, whom he must immediately inform concerning the reasons that caused the suspension and the measures adopted.

Article 33. Suspension Due to the Absence of Safety Measures

- 33.1.** The absence of safety measures may, in highly exceptional cases, cause the suspension of the game before it begins, if the officiating 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).
- 33.2.** 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 34. Suspension of a Game Due to the Spectators

- 34.1.** If a game is suspended by the officiating 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.
- 34.2.** 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 35. Suspension Due to a Reason Attributable to the Teams

- 35.1.** If the game is suspended by the officiating 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 in 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.
- 35.2.** 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 36. Suspension Due to an Unsuitable Arena

- 36.1.** Should the officiating 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.
- 36.2.** 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 37. 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 officials as long

as they are duly justified, without detriment to any sanctions that might apply.

Article 38. Determination of New Date, Time and Place in Case of Suspension of a Game

- 38.1.** 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.
- 38.2.** 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.

C H A P T E R V I I

Arenas

Article 39. General Rules

- 39.1.** 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.
- 39.2.** The content of the agreements between the club and the owner and/or managing company of the arena for the use of the arena will have to be submitted to the Company prior to the beginning of the season as set forth in Article 7.1 j). Otherwise, any game date/time changes requested by the club will not be attended to.

Article 40. Playing Area

The playing area must meet the following requirements:

- 40.1.** 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. The basketball playing court may have permanent wooden flooring or mobile wooden flooring. It must have an antiglare surface.
- 40.2.** Dimensions: The playing area must be adapted to the dimensions and the markings established by FIBA.

The lines marking the playing area 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-coloured.

No lines other than those of the basketball playing court are permitted.

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

Around the playing area there will be a further boundary line in a sharply contrasting colour, marking an area of at least 2m in width. This area, 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 70.9.

Courtside seats may be placed along the entire length of the sideline opposite the team benches, leaving a space of 2m in width in the centre (a space of 1m in width from each side of the centre line) and along approximately the entire length of each endline, with the exception of the escape lanes on both sides of the basket support structure, as indicated in Graphic 10. The escape lanes will be at least 0.8m in width. 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 basket support structure 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.

Article 41. Backboards and Basket Support Structures

41.1. Backboards

The backboards will be of a single piece of transparent, tempered glass 180cm on the horizontal side and 105cm on the vertical, and the lower edge will be 290cm from the floor. The technical characteristics, marking and padding of the backboard will be as established by FIBA.

The lines painted on the backboard must be white.

41.2. 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 period or extra period. The LED lights will be mounted on the inside borders of the backboards, flushing up against the inside of the tempered glass, and will be of a bright red colour.

The red LED lights to indicate the expiration of time to be installed along the scorer's table, just on the top of the advertising boards opposite the main TV cameras, will be optional.

The red LED lights installed in each backboard must be synchronised with the main game clock in such a way that they light up, and stay lit, brightly when each period or extra period expires. 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 lights immediately beneath the upper red LED lights to indicate the expiration of the 24-second possession.

The installation of these lights must be done in such a way that it ensures the safety of players and referees.

41.3. 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 and must be in a bright colour so that they are entirely visible for the players.

The entire basket support structure 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 basket support structure facing the playing area will also be padded from the floor to a height of at least 215cm. The minimum thickness of the padding will be 10cm.

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.

Under no circumstances may ceiling-mounted backboards be used. Only floor-fixed or mobile backboard support structures are permitted.

Once the backboard support structure has been adjusted, the top edge of the ring must be at a height of 305cm.

The whole backboard support structure will meet the requirements of rigidity and elasticity established by FIBA.

The basket support structures will be suitably installed on the floor to ensure the safety of the players and referees.

41.4. Replacement Equipment

The arena must have one basket support structure and two spare backboards for replacement in the event of breakage, with the ring already duly installed on one of them.

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

Article 42. Baskets

The baskets must fulfil the following requirements:

42.1. Rings

The rings, which will be of 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.

The rings must be of solid steel, with an inside diameter of a minimum of 45cm and a maximum of 45.9cm, painted orange.

The metal of the rings will have a minimum width of 1.6cm and a maximum width of 2cm.

When the pressure-release mechanism is activated by an applied force, the ring will not lower more than 30° below the original horizontal position.

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 spare rings for replacement in case of damage.

42.2. Nets

Six nets will be provided by the Company each season. The shipping costs will be charged to the clubs. The nets will comply with the technical conditions approved by FIBA. There must be two new spare nets in the backup material storage area at all times.

42.3. Measuring and Indicator Devices

The arena must have an apparatus to measure the height of the ring, a dynamometer, a manometer, a thermometer 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 43. Scorer's Table and Team Benches

- 43.1.** The arena must provide the scorer's table, for a minimum of 12 people and with a length of 10m, in accordance with the specifications of the Company. No substitution chairs or benches are permitted.
- 43.2.** The positions at the scorer's table for all games will be the following:

Playing Court
Visiting Club Media Director *
Broadcaster Time-Out Coordinator / Technician + Instant Replay
Statistician - Backup
Statistician - Caller
Statistician - Data Entry
Table Official - Assistant Scorer
Table Official - Scorer
Table Official - Timer
Table Official - 24-Second Operator
Technical Court Coordinator
Speaker
Euroleague Basketball Delegate
Visiting Club Media Director *

* To be located at the position next to the visiting team bench

No other person may sit at the scorer's table unless previously approved by the Company. If needed, on the occasion of the Game of the Week the Company might change these positions.

- 43.3.** On the same side as the scorer's table, opposite the main TV cameras, there will be a marked area for the benches or 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 white, the same as those marking the playing area.

Located within these areas, in a symmetrical form, will be the chairs or benches with a backrest to be used by the teams, with a length of 9m. Each team bench will have a maximum of 19 seats.

A retractable belt barrier will be installed adjacent to the team bench area to separate those team members that are on the scoresheet from those that are not.

Without detriment to the indications of Article 40.2, the team benches must be located at a minimum distance of 2m from the spectators. Should this requirement fail to be observed, behind each bench there must be a transparent protective wall installed at a minimum height of 2m. If the circumstances should so require, the Company might request that the clubs install the protective wall behind the benches regardless of the distances in the arena.

- 43.4.** The use of TV monitoring and/or replay equipment, computers (other than for statistics) or any electronic transmission device for coaching purposes during the game in and around the team bench area will not be permitted.

- 43.5.** 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 44. Electronic Equipment

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

44.1. Scoreboards

A huge centre-hung scoreboard with synchronised displays clearly visible on all four sides. It will contain a digital countdown game clock (main game clock) with a very powerful acoustic signal to indicate the end of each period or extra period. For the last 60 seconds of each period and extra period, the main game clock must indicate the time in tenths of a second.

The centre-hung scoreboard 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 centre-hung scoreboard 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 scorer to indicate the five fouls by one team. The luminous counter will stop when it reaches the fifth foul.

The centre-hung scoreboard will also indicate the number of charged time-outs.

Since the centre-hung scoreboard cannot be clearly seen from the playing court, two large, synchronised scoreboards will be installed one at each end of the court. These scoreboards will display the same information that is displayed by the centre-hung scoreboard.

All the clocks and scoreboards installed in the arena must be synchronised.

The display of the clocks and scoreboards will be in bright contrasting colours. The background of the displays will be antiglare.

The clocks and scoreboards must be mounted securely and must be able to withstand severe impact from any ball.

44.2. 24-Second Clocks and Additional Game Clock (see Graphic 8)

Two automatic devices, four-sided, to apply the "24-second rule" with an additional game clock and a brilliant red light, which will be installed above and behind the backboard so that they are perfectly visible (between 30 and 50cm from the front of the

backboard). Four transparent 24-second clocks may alternatively be approved by the Company.

The 24-second 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 colour of the numbers of the 24-second clock and the numbers of the additional game clock will be different. The 24-second 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.

There will be backup 24-second clocks that can be placed directly on two corners, just off the playing court, in the event of a permanent malfunction of the main 24-second clocks. Therefore, backup wiring for the 24-second clocks will be placed at these locations.

44.3. Whistle-Controlled Time System

A whistle-controlled time system will be used in all games. All the arenas must have the necessary equipment approved by the Company, composed of one device and four belt packs. One of them will be a backup belt pack. This equipment will be duly connected to the main game clock and work properly.

44.4. Acoustic Signals

Two separate acoustic signals are required with different, very powerful sounds:

- One for the scorer and timer. For the scorer it will be activated manually. For the timer it will sound automatically at the end of playing time for a period, extra period and/or game.
- One for the 24-second operator, which will sound automatically at the end of the 24-second period.

These two signals must be sufficiently powerful so as to be heard easily in noisy conditions. A connection to the public address system of the arena is recommended. The Company will request the club to make the acoustic signals louder when it considers that they cannot be easily heard.

44.5. Table Officials Equipment

In addition to what is indicated previously, the arena must have the following equipment at the disposal of the table officials:

- Signals for the scorer: The Company will provide each club with the foul markers to indicate the fifth foul committed by each team, to be used by the scorer.
- Two table clocks.

44.6. Instant Replay System

In all games, the Instant Replay System will be used by the referees. The system will be used according to the rules set forth in Appendix XI.

The Company will decide on the technology to be used for the Instant Replay System, which could be different depending on the Host Broadcaster but, in all cases, will meet the minimum standards established in the Euroleague TV Broadcasting Manual. The Instant Replay System devices will be installed at the scorer's table.

In the case of using the Instant Replay System, only the referees and, if required by the officiating crew chief, an English speaking technician, will be present in the area where the Instant Replay System is installed. The officiating crew chief will order any other person not complying with these requirements to leave the area.

44.7. 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 spare console for each of the electronic devices.

Article 45. Basketballs and Ball Carts

The basketballs and ball carts to be used for practices and games will be supplied by the Company. The home club will

provide the visiting team with two ball carts that hold a minimum of 12 basketballs each.

Article 46. Storage. Backup Material Placement

An area will be designated on the arena floor level, below the seating area and adjacent to the playing court, for the storage of backup basketball-related equipment.

The backup basket support structures, backboards, rings, nets and 24-second clocks, as well as the whistle-controlled time system device, will be stored in this area immediately adjacent to the playing court, on the arena floor level.

When determining the floor plan for the seating around the playing court, adequate space will be available to bring the complete support structures, with backboards and baskets, on to the playing court, without delay.

Article 47. 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 48. Arena Audio Systems

- 48.1.** The arena must have a high-quality audio system that is clearly audible from all locations within the arena seating area.
- 48.2.** Audio must be of a high quality for voice, music and sound effects.
- 48.3.** The arena must have a public address system with a microphone located at the scorer's table for the speaker.
- 48.4.** 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 periods, half-time and time-outs.

- 48.5.** 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.
- 48.6.** 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 periods and half-time ceremonies and shows.

Article 49. 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.

Article 50. Lighting (see Graphic 13)

- 50.1.** The arena will meet the following lighting requirements:

- The horizontal illumination on the playing court, measured 1m above the floor, will be an average maintained lux level of 2,500. Illumination measured facing the main and reverse angle cameras will be an average maintained lux level of 1,500.
- The illumination measured facing the endline cameras will be an average maintained lux level of 1,000.
- The horizontal illumination immediately outside the further boundary line, measured 1m above the floor, will be an average maintained lux level of 2,000 lux.
- The horizontal illumination will gradually decrease following these guidelines: row 1 to 7 will be an average maintained lux level of 1,250, row 8 to 14 will be an average maintained lux level of 625, row 15 to 21 will be an average maintained lux level of 375, and row 22 and beyond will be an average maintained lux level of 125.
- Full arena lighting must be provided beginning 90 minutes prior to each game and must be maintained until 30 minutes following the end of the game.

- During team practices the illumination will be the same as during games.
- 50.2.** Lighting must be specifically focused for basketball, based on the configuration and placement of the playing court.
- 50.3.** Any glare that may disturb the sight of the players and referees or affect the quality of the TV broadcast must be avoided.
- 50.4.** The club will identify locations above the playing court, typically located on the catwalk level (recommended height of 15m), for the placement of up to four sets of strobe lighting, one in each of the four corners. These sets will be temporarily installed by Company accredited photographers under the supervision of the arena personnel.
- Each set of strobe lighting will include up to four separate strobe "heads." At each corner, the strobe lighting system will have a wiring harness for the installation of four lines, which will power one set of strobe lights. Each set will have synchro-cabling and be accessible to Company accredited photographers via an exchange switch located in the vicinity of the basket support structure.
 - The strobe lighting and related equipment will be provided at the expense of the Company accredited photographers. Installation will be supervised by the arena lighting technician.
 - These locations will provide adequate power (minimum of 800 amp; 3 phase), as well as backup power, to ensure the simultaneous operation of the strobe lights, which will be operated by the photographers.
- 50.5.** The arena will have emergency backup lighting of at least 1,000 lux.
- 50.6.** The club must ensure that the arena has no spill-over of exterior light from windows, skylights, corridors and entries and will take whatever steps necessary to prevent these light sources from entering the playing area and seating area.
- 50.7.** The club must ensure that the arena lighting system has instant restrike capability, allowing the lights to be turned off during pre-game presentations, special ceremonies and entertainment and then immediately turned on at full illumination. If the arena lighting system does not have instant restrike capability,

dimming the playing area lights once the game has begun will not be allowed.

- 50.8.** Lighting in all areas of the arena outside of the seating area must be maintained at a minimum of 380 lux and 90cm from the floor.

Article 51. Arena Temperature

- 51.1.** The temperature of the playing area will be uniform and will not be below 16°C or above 25°C. These temperatures are understood to be those when the seating area is occupied.
- 51.2.** Temperature levels in suites, public concourses, VIP hospitality areas, media areas and all other areas must, at all times, be maintained between 18°C and 22°C. The temperature level in the locker rooms is indicated in the corresponding section of this document.
- 51.3.** 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.
- 51.4.** The arena must have a thermometer as established in Article 42.3.
- 51.5.** The officiating crew chief may suspend a game if the temperature of the playing area is below 16°C or above 25°C.

Article 52. Locker Rooms

52.1. Team Locker Rooms

The arena will have two locker rooms, of equal size, each with a minimum surface area of 63m², of which a minimum of 27m² is for hygienic and sanitary services.

- 52.1.1.** 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 connected to a DVD player.
- 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 main game clock must be displayed inside each team locker room.

- 52.1.2.** 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 and will be in reasonable proximity to the media work room.
- 52.1.3.** Access from the team locker rooms to the playing court must be protected by a retractable tunnel.
- 52.1.4.** The locker rooms must be properly ventilated, clean and in first-class condition. All materials used must be washable with water.

- 52.1.5.** The temperature in the locker rooms must be maintained between 20°C and 25°C (23°C is the optimum temperature).
- 52.1.6.** Adequate average lighting must be provided, as well as an emergency lighting system.
- 52.1.7.** The sound level of all possible exterior sources of noise reaching the locker rooms must not exceed 50dB.
- 52.1.8.** 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.
- 52.1.9.** The locker rooms will have locks and will be properly secured.
- 52.1.10.** The announcements made through the public address system in emergency situations must be heard inside the locker rooms.
- 52.1.11.** It is recommended that the arena has a total of two additional locker rooms for the coaches of each team. These locker rooms will meet the requirements established for the additional locker rooms.

52.2. 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.

- 52.2.1.** The referees locker room must be separated from the team locker rooms and a separate access route to the playing court must be provided. Only the officials, the technical court coordinator and the Euroleague Basketball delegate are permitted inside or immediately outside the referees locker room.
- 52.2.2.** 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 x 1.2m).

- One high-resolution TV screen at least 68cm (27") in size connected to a DVD player.
- Two toilets, with individual stalls.
- 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 main game clock must be displayed inside the referees locker room.

- 52.2.3.** 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.
- 52.2.4.** The locker room will have a lock and will be properly secured.
- 52.2.5.** Access from the referees locker room to the playing court must be protected by a retractable tunnel.
- 52.2.6.** The locker room must be properly ventilated, clean and in first-class condition.
- 52.2.7.** The requirements for temperature, lighting and sound level are the same as those of the team locker rooms.

52.2.8. The announcements made through the public address system in emergency situations must be heard inside the locker room.

52.3. Additional Locker Rooms

52.3.1. The arena will have one locker room for the table officials 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 table officials will be in an area adjacent to the referees locker room.

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

52.3.3. 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.
- Two toilets, with individual stalls.
- 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.

- It is recommended that the main game clock be displayed inside each of the additional locker rooms.

Article 53. Medical Facilities

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

- Equipment:
 - 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.
- 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).

53.2. 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.

53.3. The arena will have an emergency ambulance service with intensive care unit, including at least two vehicles during all games and one vehicle during 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.

53.4. 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 54. Doping Control Room

54.1. 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.

- 54.2.** It is recommended that the main game clock be displayed inside the doping control room.
- 54.3.** The doping control room may not be the same room as the medical room mentioned in Article 53.

Article 55. Media Facilities

The arena must have all the facilities and fulfil all the requirements established in Chapter IX.

Article 56. Statistics

- 56.1.** Three seats at the scorer's table will be reserved for use by the statistics crew.
- 56.2.** This area will be equipped as follows:
- Three chairs.
 - One black and white laser printer, which prints at a minimum of 20 pages per minute (Kyocera 3000 or equivalent).
 - Two high bandwidth internet connections (DSL or cable) with the necessary hardware to enable connections to the router, hub, modems, etc. Wi-Fi networks are not permitted.
 - The necessary hardware to share the internet connections with other computers if provided by the Company.
 - A minimum of 10 electrical power sockets.
 - One 43cm (17") flat screen computer monitor (LCD type), with a 1024 x 768 resolution.
 - One computer (work station or laptop).
 - Adequate paper supply must be provided.
- 56.3.** Other needs and obligations are described in Chapter XIV.

Article 57. TV Requirements

- 57.1.** The arena must fully comply with the requirements established in the Euroleague TV Broadcasting Manual approved by the General Assembly and any future modifications (Appendix X).
- 57.2.** Additionally, 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.

Article 58. Video Screens and Fascia Boards

- 58.1.** The arena will have a minimum of two colour video screens with a minimum size of 2.7m high x 3.6m long, which can be clearly viewed by all spectators seated in the arena.
- 58.2.** The club must demonstrate that the video screens provide high-quality resolution and are among the latest-generation available, to the reasonable satisfaction of the Company.
- 58.3.** The club must provide a TV production facility that is independent of the TV compound used for the live TV broadcast, which will allow for the following:
- Live feed of the TV production.
 - Insertion of advertising, promotions, messages and other video content that is independent of the live TV production.
 - Slow-motion, high-resolution replays.
 - Insertion of graphics.
 - Audio feed via the arena public address system.
- 58.4.** It is recommended that the arena has electronic fascia boards that are visible throughout the arena seating area and that can be used to display messages, event information, advertising and other content.
- 58.5.** The club will have experienced operators for the equipment mentioned above.
- 58.6.** The arena will have the advertising system stipulated by the Company in Chapter VIII.

Article 59. Wayfinding Signage

Throughout the arena there will be wayfinding signage, both temporary and permanent, which directs spectators to their seats, to toilets, to concessions, to merchandise kiosks, to shuttle buses, to VIP hospitality areas, to parking areas, to emergency exits and generally provides easy access for all spectators and guests.

Signage must also be displayed to guide teams and referees to the playing court, locker rooms, press conference room, medical room, doping control room and exits. The signage for teams and referees must be in the local language and in English, and must be in accordance with the design instructions provided by the Company.

The signage for the spectators must be in the local language and in English.

The requirements established in this article are not compulsory for the Qualifying Rounds games.

Article 60. VIP Hospitality Area

The club will provide one VIP hospitality area, with capacity for at least 200 people.

This area will be equipped as follows:

- Four 106cm (42") high-resolution TV screens that are wall-mounted or on trolleys at least 215cm from the floor and wiring directly to the Host Broadcaster's mobile TV production truck to provide the live feed of the game broadcast.
- A separate audio system will be provided to amplify the sound of the game broadcast throughout the room.
- If needed, a separate public address system will be provided in this room for presentations and speeches.

The area will be located in proximity to the VIP seats.

As an alternative to the VIP hospitality area, the club may provide the use of up to four "party suites" with capacity of 40 to 60 people each, equipped in accordance with the above-mentioned services for the VIP hospitality area.

Catering services will be provided in the VIP hospitality area and/or party suites.

Article 61. Safety and Security Measures

The minimum safety and security measures in the playing area will be as follows:

- 61.1.** Retractable tunnels must be installed, which may be extended at least from the edge of the playing area to the entrance to the team and referees locker rooms. The tunnel will be extended when teams and/or referees enter or leave the playing court.
- 61.2.** The courtside advertising boards must 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 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 basket support structures and backboards, must also be suitably protected as stipulated in these Regulations.
- 61.3.** The arena must have a public address system.
- 61.4.** The arena must have separate access routes for players and referees in such a way that they cannot come into physical contact with the public.
- 61.5.** The club must contract the services of a security company to ensure all the security services.
- 61.6.** The club will provide adequate uniformed and plainclothes security personnel, in coordination with local police, who will be staffed and operate in accordance with a comprehensive security plan, including an evacuation plan for an emergency situation.
- 61.7.** The club will place at least two uniformed security personnel behind the team benches, who will be at their stations at all times while the players and referees are on the playing court and who will stand behind the team benches during all time-outs. In addition, security personnel will be stationed outside each of the team and referees locker rooms beginning at the arrival of the teams and referees at the arena through to their departure, and will include practice sessions.
- 61.8.** 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.

- 61.9.** The club will ensure that no less than two uniformed security personnel are awaiting the arrival of each bus that is transporting the players, head coaches and referees and will accompany each team and, separately, the referees, to and from their locker rooms upon their arrival and departure.
- 61.10.** The club must guarantee the presence of police forces in a number according to the event.
- 61.11.** The Company may request the club to separate the playing area from the areas where the spectators are located using barriers. These barriers will be installed and padded in such a way that they will not cause injury to the players.
- 61.12.** 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.
- 61.13.** The arena will have a public liability insurance policy.

Article 62. Arena Capacity

The arena must be all-seater and have the minimum capacity established in the Euroleague Club Licensing Rules as mentioned in Article 7.1.i) of these Regulations, on the understanding that 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.

The arena will have the necessary permits to comply with all local regulations and laws.

Article 63. Arena Authorisation

- 63.1.** Authorisation to use a playing area 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. No authorisation will be given for the use of a playing

area that fails to comply with the minimum requirements provided herein.

- 63.2.** Any arena modifications will require the previous authorisation of the Euroleague Basketball CEO.

Article 64. Special Games or Events

For special games or events, the Company will adapt the requirements for facilities according to specific needs.

Article 65. Arena Change Due to a Sanction

When the Disciplinary Judge should determine, by sanction, the closing of a club's playing court, 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.

CHAPTER VIII

Marketing Regulations

Article 66. Euroleague Brand

- 66.1.** Use of the Euroleague name and logo and the Euroleague Final Four 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).
- 66.2.** Use of the Euroleague name and logo and the Euroleague Final Four name and logo, whether used separately or together, will be subject to all provisions of the Euroleague Corporate Image Manual (enclosed as Appendix VIII), and to the prior authorisation of EP.

In accordance with the guidelines given in the Euroleague Corporate Image Manual, the following list includes, but is not limited to, the items on which the Euroleague logo must appear. Therefore, it does not require the prior authorisation of EP:

- Euroleague documentation: letter paper
- Backdrop: Press conference room at the arena
- Media promotions and press releases
- Euroleague 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 Euroleague footage, the Euroleague logo will have to be displayed in the corner of the TV screen according to EP's specific instructions.

- 66.3.** The Euroleague brand cannot be used in other competitions (Eurocup, Domestic Championship, Domestic Cup or any other).

Article 67. Use of the Club Brands

The Company and EP have 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 Euroleague, including the production, licence and/or sale of Euroleague merchandise.

Article 68. Use of the Players Image

The Company and EP have 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 Euroleague 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.

Article 69. Online

- 69.1.** All clubs must display on the home page of their website a link to the Euroleague website, as well as a link to the Euroleague online store. The insertion of the Euroleague ogo on the site must follow the guidelines given for this purpose in the Euroleague Corporate Image Manual.
- 69.2.** 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 15 September each season.
- 69.3.** The clubs will collaborate in the promotion of Euroleague.tv and its products such as the Annual Pass and Monthly Pass on their websites and social media platforms.
- 69.4.** A Euroleague.tv embedded player will appear on the home page or in the Euroleague section of the website of each club.
- 69.5.** The website must have an English language version.

The requirements established in this article are not compulsory for the clubs participating in the Qualifying Rounds.

- 69.6.** All clubs must collaborate in all Euroleague 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 70. Player Uniforms and Advertising

70.1. General Rules

- 70.1.1.** No advertising on the player uniforms will be allowed other than that expressly authorised in this chapter.

- 70.1.2.** No brand entering into conflict with the Euroleague sponsors may appear on the player uniforms, except for the brand of the main/naming/presenting/title sponsor of the club.

- 70.1.3.** No advertising within the playing area and immediate surroundings, including the team bench and scorer's table areas, may be allowed other than that expressly authorised in this chapter.

- 70.1.4.** 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 playing uniform of the team.

- 70.1.5.** 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.

- 70.1.6.** The One Team actions will take place during two rounds each season. For these games, all players must wear the player uniforms with the One Team letters placed in the area usually reserved for the name of the player.

No patch may be inserted on the One Team player uniforms: the One Team letters must be printed directly on the player uniforms by the same means as those usually used.

The Company's Competition Department will coordinate with the clubs the main or reserve playing uniforms that will be used for these games.

70.2. Distinctive Marking of Playing Uniforms

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

70.2.1. Front of the Shirt (see Graphic 1)

- a)** The number of the player must be at least 10cm in height and be situated in the centre and right above the sponsor 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 Euroleague logo must be displayed on the upper left part and will occupy 25cm². No distinctive markings other than the One Team logo may appear next to the Euroleague logo. The Company will provide Euroleague logo badges to all clubs. This provision is not applied for the Qualifying Rounds games. The Euroleague champion of the previous season will be provided with a special and exclusive Euroleague badge for its playing uniforms.
- e)** The One Team logo must be displayed on the upper left part, just below the Euroleague logo, and will occupy a maximum of 2cm in height and 7cm in width. No distinctive markings other than the Euroleague logo may appear next to the One Team logo. The Company will provide One Team badges to all clubs. This provision will not be applied for the Qualifying Rounds games.
- 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, but it may be no larger than 12cm².
- h)** For the Final Four, the clubs will be provided with a unique and special badge that must be displayed on the playing uniforms.

70.2.2. 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 in height. 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 require the approval of the Company and may not be changed during the season.
- c)** Under the number, there must be one line of text 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.
- d)** The name of the player and the city on the back of the shirt must be written in Latin characters and in English.
- e)** 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.
- f)** The national or regional flag may be displayed on the centre of the hem on the back of the shirt. The area occupied by the flag will be no larger than 4cm². Only one flag may be displayed, and in all cases must be approved by the Company.

70.2.3. Shorts (see Graphic 3)

The advertising of a club's second sponsor is allowed on the front of the shorts, and the following requirements must be met:

- a)** Not including more than one line of text, on the right side of the front right leg only, up to 12cm² in size.
- b)** The manufacturer logo may be 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 in height on the left side of the left leg.

- d)** The Euroleague logo (25cm^2) must be displayed on the right side of the left leg. The Company will provide playing uniform badges to all clubs. This provision is not applied for the Qualifying Rounds games.
- e)** No advertising is allowed on the back of the shorts.

70.2.4. 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 sponsors nor for the apparel manufacturer.

70.2.5. Socks

Players may wear either black or white socks only, 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 Euroleague logo.

70.2.6. Shoes

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

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

70.3. Main and Reserve Playing Uniforms

70.3.1. All the teams must have a minimum of two distinct playing uniforms, one of a light colour and one of a dark colour. It is recommended that teams have a third distinct playing uniform in order to avoid a coincidence with playing uniforms whose design includes two distinct colours. The club will state which uniform is the main playing uniform, and the other(s) will be the reserve playing uniform(s). 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 by 31 August. Following the authorisation of the Company, the playing uniforms must be produced by 15 September. The same steps will apply to all further modifications.

In the case that the Media Day established in Article 87 is held prior to 15 September, the Company will authorise the playing uniforms no later than one week before the date scheduled for

the Media Day and the uniforms must be produced to be used on the Media Day.

70.3.2. The main and reserve playing uniforms must be the same except for the colour. This means that the design of the playing uniforms must remain always the same.

70.3.3. Badges on the names, numbers or logos of the playing uniforms will not be allowed.

70.4. Modification of the Playing Uniform

70.4.1. No modification of the colours of the playing uniforms will be allowed once the season has started, unless caused by a change in the main/naming/presenting/title sponsor. Even in this case, the modification will not be authorised if made repeatedly during the same season.

70.4.2. 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.

70.4.3. No modifications on the playing uniforms will be allowed once the season has started, unless caused by the change of the main/naming/presenting/title sponsor and only if the club is signing an agreement with a new sponsor for at least two years. If the club loses the main/naming/presenting/title sponsor for any reason not attributable to the club, the Company may waive the requirement for the agreement with a new sponsor as mentioned above. In whatever case, the prior approval of the Company will be required before proceeding to the change.

70.5. Distinctive Marking of the Warm-Up Shirt

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

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

- a)** The number of the player must be at least 10cm in height 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 Euroleague logo must be displayed on the upper left part and will occupy 25cm². 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 Euroleague logo. The Company will provide warm-up uniform badges to all 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 Final Four, the clubs may be provided with a unique and special badge that must be displayed on the warm-up shirt.

70.5.2. 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 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 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.
- d)** The name of the player and the city on the back of the warm-up shirt must be written in Latin characters and in English.

70.5.3. 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. The same steps will apply to all further modifications.

70.6. Other Garments and Equipment

70.6.1. The following garments and equipment are permitted:

- a)** Shoulder, upper arm, thigh or lower leg protective equipment if the material is sufficiently padded. This equipment must be either black, skin-coloured or the same dominant colour as the playing uniform.
- b)** Compression sleeves of the same dominant colour as the shirts.
- c)** Compression stockings of the same dominant colour as the shorts. If for the upper leg it must end above the knee; if for the lower leg it must end below the knee.
- d)** Knee braces if they are properly covered. This equipment must be either black, skin-coloured or the same dominant colour as the playing uniform.
- e)** Protector for an injured nose, even if made of a hard material.
- f)** Non-coloured transparent mouth guard.
- g)** Spectacles, if they do not pose a danger to other players.
- h)** Headbands, maximum 5cm in width, made of non-abrasive, unicolour cloth, pliable plastic or rubber.
- i)** Skin-coloured taping of arms, shoulders, legs, etc.

70.6.2. No other garment or equipment different from that specified in the previous paragraph may be used in the games unless by medical prescription, which may be issued by the medical staff of the club or the Company, as decided by the Company. The need to use these garments and/or equipment by medical prescription must be communicated to the Euroleague Basketball office by the medical staff of the club within 48 hours before the game.

70.6.3. The authorised garments and/or equipment, when necessary, must be the same colour as the rest of the playing uniform and be the same for all players on the team. In no case may they

display any advertising or logo different from that of the manufacturer, club or competition.

The clubs may request wristbands and headbands displaying the Euroleague logo from the Company for any of their players.

70.7. Coaches Uniforms

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

70.8. Table Officials and Statistics Crew Uniforms

In all games the table officials and the statistics crew 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 table officials and statistics crew will wear black trousers and black shoes.

70.9. Courtside Advertising

70.9.1. 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 Euroleague sponsors (see contract between EP and each club).

Some exceptions are established for the Qualifying Rounds games.

70.9.2. Technical Equipment (see Graphics 6, 7 and 9)

Only advertising that is specifically mentioned in this article will be permitted on baskets, backboards and backboard support structures.

- a)** Only the manufacturer name, logo or trademark is permitted on the backboard support structure 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 WWW.EUROLEAGUE.TV sticker must be placed on the top edge of each backboard. Both logo stickers must be in a position suitable for "Slam Cam" TV

cameras coverage. The Company will provide the clubs with these logo stickers.

- c)** One Euroleague logo sticker must be displayed on the lower left corner of each backboard when facing it from centre court, and the same logo sticker on the lower right corner of the reverse side of each backboard. The Company will provide these logo stickers to all 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 all clubs.
- e)** Only one advertising board (the same for both baskets) is permitted on the lower front of the backboard support padding. No advertising is permitted on the sides of the padding. On the upper front of the padding of both baskets the club logo will be placed with a maximum size of 30cm in height and 30cm in width. No other advertising will be allowed on the upper front of the padding.

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 main 24-second clocks, below the area where the time of the game and 24-second clock are displayed. The dimensions of this advertising board may not exceed the width of the 24-second clocks.

70.9.3. Playing Court (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. 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.

- b)** The name of the arena and the city 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 12m 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. No logos or other texts are permitted in this area.

This name must be legible for TV cameras and may be displayed only once.

In the case that the club plays in a city other than the one in which the team is registered, the Company may require the use of the name of the arena only, without including the name of the city.

- c)** One canvas with WWW.EUROLEAGUE.NET or other Euroleague self-promotion, or one advertising space for the Euroleague sponsors 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 basket support structure. 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 Euroleague Twitter account will be displayed on the lower side of the right endline. They will be placed facing each other as shown in Graphic 10. 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 Euroleague sponsors must be reserved on each end of the playing court, behind the endlines and in front of the basket support structures (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 Euroleague (or, in their place, the name and/or logo of Euroleague sponsors 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 three-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 Qualifying Rounds, Regular Season, Top 16 and Playoffs if requested 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.

70.9.4. Outside the Playing Court

- a)** It is mandatory that all clubs install an electronic advertising system (LED or LCD) on their playing courts 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 in height. 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, opposite the main TV cameras, covering the sideline and the part of the endlines nearest to the team bench area, forming an inverted U. The boards will be distributed in the following way:
- At the endlines, a minimum of 6m 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 maximum of 3m wide.

- No empty space may be left between the sideline boards and the endline boards.

Therefore, cheerleaders, 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 61.2. 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)** The Company will provide the clubs with a set of guidelines to unify the style and look and feel of all the electronic advertising system animations.
- d)** During the entire season up to the Final Four, all clubs must make available for EP:
 - 20 minutes on the electronic advertising system, within the TV cameras coverage. These minutes made available must be 20 minutes of playing time, which means that exposure during intervals of play between periods, half-time and time-outs is not counted. These 20 minutes must also be equally distributed among the four periods. This provision will not be applied in the Game of the Week.

The Company will provide the clubs with a 20-second animation of the Euroleague sponsors for the electronic advertising system. This animation must be played once at the beginning of each period.

- During the games designated as Game of the Week, the clubs must make the entire time available on the electronic advertising system to EP, for the Euroleague sponsors. EP will make available 12 minutes of exposure on the electronic advertising system for the club's sponsors. These 12 minutes will be divided into two sponsorship packages that the club may sell to its own partners, respecting the exclusivity granted to the Euroleague sponsors.

- The necessary time to display the official video of the competition, which the Company will provide to all clubs, on the electronic advertising system. This video must be displayed at the beginning of each period, as well as during the team presentation. It will not be counted as part of the 20 minutes reserved to EP. This video will be shown on the electronic advertising system at tip-off.
 - An advertising space for direct marketing actions, promotional campaigns, sample distribution and on-site sales purposes.
- e)** It is not allowed to advertise any non-Euroleague Basketball event on the electronic advertising system unless authorised by the Company.
- f)** 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 with the animations played on the electronic advertising boards mentioned in paragraph a) of this article.
- g)** 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 g) below.
- h)** Advertising on the benches (seats, cushions, protective wall, etc) can be managed by the club but must not interfere with the visibility of the game from the seating area and on TV. The logo of competitions other than the Euroleague may not be displayed.
- i)** Advertising is also permitted outside the TV cameras coverage and on a video screen, located away from the playing court. If advertising announcements include audio, they may be run only during intervals of play between periods or half-time.
- j)** The clubs will provide information related to video screens and electronic fascia boards when requested by the Company. No brand entering into conflict with the Euroleague sponsors may appear on the fascia boards.

- k)** The remaining advertising is for the club but the Company reserves the right to display banners, boards and others, bearing the Euroleague logo or one of its sponsors.

70.9.5. General Information

- a)** Advertising cannot be used as a means to give support to the home team or in such a manner as to alter the emotional state of the spectators or to incite violence.
- b)** Advertising placed on the playing court 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 Euroleague or Euroleague sponsors already produced and paid for the season by EP and/or the Company.
- d)** If the club cannot find advertising production costs lower or equal to market prices, it will be responsible for providing the Company with all necessary technical information for the advertising production by the Company in another country.
- e)** If a club, for technical reasons, is facing difficulties in placing the advertising of the Euroleague or any of its sponsors, it will inform the Company at least 24 hours in advance of the game, so that the Company can find a solution.
- f)** Any refrigerators by the playing court must display only the Euroleague 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.

70.10. Official Ball and Ball Carts

- 70.10.1.** The official ball will be the only one that may be used in the games.
- 70.10.2.** The official ball may not be used in competitions other than the Euroleague, unless it is approved by the Company.

- 70.10.3.** No markings that may be visible in photos or on TV footage will be allowed on the ball.
- 70.10.4.** The Company has the right to select the design of the ball carts and include the Euroleague logo and the logos of any or all of its sponsors on their sides.
- 70.10.5.** 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 71. Merchandise

- 71.1.** EP will be the only entity responsible for the production and/or sale of Euroleague merchandise.
- 71.2.** The clubs will collaborate with EP and/or the Company in the production, sale and promotion of the merchandise that they produce for commercial purposes during each phase of the competition and for other Euroleague events. For these purposes, the clubs will collaborate in the following manner:
- a)** Each season, the clubs will send a report on their existing non-branded and branded merchandise collection (detailed with existing items/references) to the Company before 1 September.
 - b)** The Company will send to the clubs the proposed items/references and designs of the Euroleague collection for the season before 7 September.
 - c)** The clubs will communicate whether they agree with the proposal no later than 15 September, to enable the Company to make the due changes to the collection. If no feedback is received before this date, the collection will be considered as correct and ready for production.
 - d)** The Company will approve the final design of the collection no later than 30 September, in order to produce it and launch it no later than 1 December.
 - e)** The main method of sale will be through the Euroleague online store. Once the collection has been launched online each club and the Company will discuss on how to access in-market opportunities meant to grow the Euroleague points of purchase (POP) in local retail channels and speciality stores.

- f)** In the event that the clubs have a merchandise store(s), best efforts will be made to allow access to the Company's distributors in order for them to place the collection commencing with the beginning of the Top 16 phase.
- 71.3.** In no case may the clubs produce merchandise with the logos of the Euroleague, the Final Four or any other intellectual property of EP without the prior authorisation of this company.
- 71.4.** For the Final Four 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 Euroleague, Final Four or any other event-related logo.
- 71.5.** EP is authorised to use the brands, logos and emblems of the participating teams, as well as the footage of players and teams from the Euroleague picture database, for producing Euroleague merchandise.
- 71.6.** The clubs may ask the Company to include any of their own merchandise items in the Euroleague online store. The Company will study the request and will authorise it if considered appropriate for its own sales campaign.
- 71.7.** The clubs producing replicas for sale or promotional purposes must produce replicas of Euroleague playing uniforms.

Article 72. Sponsorship and Promotion

72.1. General Principles

As already stated in Article 70.9.1, all club sponsors will respect the exclusivity granted to the Euroleague sponsors (see contract between EP and each club).

The clubs will not be allowed to promote, advertise or enter into agreements with any sponsor or company that contradicts with the exclusivity basis upon which EP defines all its sponsorship and partnership contracts, nor any event, entertainment or sports competition other than the Euroleague.

Only in the case that EP signs a new sponsorship 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 Final Four, 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 Licence Contract signed between EP and the clubs.

72.2. Exposure for Euroleague Sponsors

The Company will provide the exact details on how and when the advertising of the Euroleague sponsors will have to be displayed during games.

Furthermore, the Company will provide the correct sponsor logo and technical specifications for each advertising platform in order to fully comply with the agreements set forth with all its sponsors or partners.

Article 73. On-Court Promotions and Consumer Promotions

- 73.1.** The clubs will allow the Company to conduct on-court promotions, consumer promotions, product displays, sample distribution, handouts and other activities on behalf of Euroleague sponsors in their arenas. For this purpose, the Company will inform the clubs well in advance.
- 73.2.** The on-court promotions conducted by the clubs will respect the exclusivity basis upon which EP defines all its sponsorship and partnership contracts.
- 73.3.** Under no circumstances may a club conduct any type of promotional activities (for instance, contests) using and/or offering Final Four tickets, packages or similar for the purposes of the club and/or any of its sponsors and/or media. The Company's prior written approval will be required for these types of promotional activities.

Article 74. Club Obligations Related To Marketing

This article indicates the most relevant obligations of the clubs with reference to marketing. Other obligations are specified in Chapter XIII.

- 74.1. Euroleague Anthem, Video Screens and Team Presentation**
- 74.1.1. Euroleague Anthem**

Each club must play the Euroleague anthem during its home games. The Company will provide the clubs with the anthem (a

30-second track). The clubs will have the obligation to play it in the following manner:

- During the team presentation, as described in Article 74.1.3.
- Immediately after the final buzzer sounds, before any other song or anthem.

The Euroleague anthem must be played entirely from the beginning to the end. When the anthem is being played, the public address system will not be used, except in case of emergency.

The Euroleague anthem may not be played at moments other than those expressly stated in this article.

74.1.2. Promotional Spot and Sponsors on the Video Screens

74.1.2.1. The clubs will be provided with the Euroleague promotional spot to be shown on the video screens of their arenas 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.

74.1.2.2. The Company will also provide the clubs with a playlist including all Euroleague sponsors, 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.

74.1.3. Team Presentation

As set forth in Article 24.2 the team presentation will start seven minutes and 30 seconds prior to the tip-off time of each game, and is described in Appendix XIV.

During the team presentations and until the Euroleague anthem finishes the Euroleague sponsor's video sequence will be displayed on the electronic advertising system. The Company will provide each club with the videos to be displayed.

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

74.2. Sponsor List

All clubs must provide the Company with a complete detailed and accurate listing of all club sponsors, no later than 15 September and 15 March each year, which includes:

- a)** Name of brand.
- b)** Name of sponsor 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 sponsor; face value of these tickets.
- g)** Number of minutes of TV advertising included in the agreement.

74.3. 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. 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 Euroleague branded backdrop must be produced to be used in the mixed zone or 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. It must be used in all interviews conducted by the media before, during or after each game.

Any modifications of backdrops during the season, due to the signing of an agreement with a new Euroleague sponsor, are the responsibility of the club. All 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.

74.4. 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 Euroleague sponsors may appear on this platform.

Notwithstanding this, no advertising except for branded soft drinks may be displayed on the top of the table. In no case may the soft drinks obstruct the faces of the individuals speaking at the press conference.

74.5. Tickets

74.5.1. For promotional use, the clubs will be obliged to provide the Company for each of their home games with 60 free tickets during the Regular Season, and 75 free tickets for the Top 16 and Playoffs, 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, located in a safe seating area, close to the playing court and providing a good visibility of the game.

74.5.2. Prior to the start of each season and no later than 15 August, all clubs must submit to the Company at least one map detailing the access points to the arena, showing the seating areas in which the Company's guests will be seated, for approval.

74.6. Players and Coaches

Players and coaches of the teams must cooperate with the Company according to Article 117.2 of these Regulations.

74.7. Euroleague Basketball Corporate Social Responsibility Programme

All clubs must participate in the Euroleague Basketball Corporate Social Responsibility Programme, One Team, in accordance with at least the following requirements and commitments:

The One Team manager of the club or, in their absence, the marketing director of the club will be responsible for the Euroleague Basketball Corporate Social Responsibility Programme.

Each of the One Team clubs will designate at least one of their players as their One Team ambassador. 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 One Team ambassadors will be requested to participate in some of the One Team sessions and activities conducted by the club, in order to promote the programme.

All the One Team staff designated by each club will have to attend the One Team Workshop that Euroleague Basketball organises every year. 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 also have to commit themselves to communication and branding guidelines [besides those mentioned in Articles 70.1.6, 70.2.1 d) and e), and 70.9.2. d)] such as having a specific One Team section on their websites or using the proper One Team branding in different media events. Specific information in this regard will be sent to all the participating clubs by the Company.

74.8. Electronic Advertising System Exposure Time Report

- 74.8.1.** Each home club must send the playlist 24 hours before each game, specifying the brands that are going to be displayed, the length of the videos in seconds and the times that the videos are scheduled to be played.
- 74.8.2.** Within 48 hours after each home game, all clubs must provide the Company with a detailed report documenting the time of exposure received by each of the Euroleague sponsors appearing on their electronic advertising system. This report must include detailed period by period information regarding each game.

CHAPTER IX

Media Regulations

Article 75. Media Director

- 75.1.** 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 Company's Communication Department.
- 75.2.** The media director must be able to communicate fluently in English.
- 75.3.** 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.
- 75.4.** 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). At least once a week, the media director of the club must send, by email, articles published in the local press related to the Euroleague and any important articles published in the local press about the club, other clubs or basketball in general. Likewise, the media director must help with translations into English for publication on the Euroleague.net website.

Article 76. Arena Access for Media

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.

The Company will be entitled to submit a list of the media that must be granted accreditations and arena access totally free of charge. This list will be submitted to the home club 48 hours prior to tip-off.

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 and TV and New Media Rights Departments, so that they are informed regarding the exact coverage of the game and can agree with the clubs concerning the authorised coverage of the non-rights holders.

Article 77. Photographers

Space for photographers, which may include still or video cameras, will be provided behind the endlines on both ends of the playing court, on the side of the basket support structures nearest to the team benches and behind the advertising boards.

In those arenas in which there are courtside seats in the space mentioned above, the Company will authorise photographers to be accommodated directly on the playing floor, in front of the courtside seats placed along the half of each endline furthest away from the team bench area (where there are no electronic advertising boards). Should the Company observe any incidents due to the proximity of the photographers to the court, it may cancel this authorisation. Under no circumstances may photographers be located occupying the escape lanes.

Space for approximately two Company accredited photographers will be provided on the first level of the arena (medium height).

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

The clubs will provide a DSL line for the Company accredited photographers. This line must be installed in close proximity to the playing court.

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 Company accredited photographers 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.

Article 78. Media Facilities

78.1. In-Arena Seating and Facilities

Seating for a minimum of 50 people will be provided within the lower level of the arena seating area, on one end, in an area contiguous with the playing court and immediately adjacent to the entrance to the media work room. Should the Company's Refereeing Department nominate a supervisor or observer for the game, 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.
- A power socket will be provided to the area of each seat (minimum of 400 amp; 3 phase).
- Lighting and power supplies for the media seats must remain open at least 1 hour and 30 minutes after the final buzzer.
- High-speed internet connections will be provided for up to 30 seats.
- A free Wi-Fi internet service will be available for all the accredited media.

78.2. Media Work Room

A media work room, of an approximate size of 80m², will be provided in close proximity to the playing court and on the same side of the arena as the team locker rooms.

78.3. Communication Facilities

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

- Work surface and chairs for 40 people working at the same time.
- Each work area will be equipped with power and will be a minimum of 50cm in width by 70cm in height by 50cm in depth.
- One high-speed colour laser printer, which prints at a minimum of 20 pages per minute.
- A free Wi-Fi internet service will be available for all accredited media.
- One telephone with an outside line.
- Two fax machines, with international dialling available, the cost of which will be the responsibility of the home club.
- One high-resolution TV screen of a minimum size of 106cm (42") that is placed on a stand that is visible to the entire room and shows live footage of the game broadcast.
- One analogue phone line, equipped with a telephone providing local access.
- Five ISDN phone lines (TR1 or TR2 with two analogue and two digital outputs) each with independent phone numbers that are posted on the phones, equipped with telephones. The media director of the home club will help the radio stations install the necessary ISDN phone lines in their commentary positions. Each radio station will be responsible for requesting and paying the ISDN phone lines to each country's telecommunications company, and the media director will offer support in case of any problems.
- The phones will be set up to make free national phone calls and to make international calls using a credit card.
- The telephone area will be attended to by a person who can arrange international dialling, for a fee, for those accredited media that do not have a credit card.

78.4. 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 pursuant to Article 74.3 b). 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 Host Broadcaster or the Rights Holders of the visiting team's territory in the mixed zone are placed in front of the backdrop.

The media directors of both clubs will make their best efforts to ensure all the players and coaches interviewed by the rest of the 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 at least five players meet the media in a suitable location.

78.5. Press Conference Room

A room for press conferences following each game, of approximately 50m², will be located in proximity to the team locker rooms and the media work room. The press conference room to be used in the pre-game press conferences must be ready 48 hours prior to each game. Each media director will send at least five photos of the press conference room to the Company's Communication Department no later than 1 October for the final approval of the set-up of this room.

This room will be in accordance with Graphic 11 and will include:

- A head table (speakers table), placed on a raised platform, with five chairs and three microphones.
- A high-quality audio system.
- Two wireless hand-held microphones.
- Five wired hand-held microphones with stands.
- Seating for approximately 50 people, equipped with small desks.

- Audio splitter (distribution system) placed near the rear camera platform with a minimum of 10 connections for recording by audiovisual and radio media.
- A raised platform in the rear of the room, at a height of 30cm, and at a length adequate for a minimum of five TV cameras placed on tripods, side by side.
- A backdrop that is 2.5m × 6m that 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 74.3 a).
- The front side of the head table will be covered in accordance with the specifications set forth in Article 74.4.
- 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 Euroleague sponsors to be inserted in the rotation. All creativities will be provided by the Company.

A sound technician will be available beginning at least two hours prior to each game and will be in the press conference room at least 15 minutes prior to and throughout the duration of each press conference.

Article 79. Game Notes

- 79.1.** At each game the home club will prepare and distribute game notes to the accredited media in the local language and in English.
- 79.2.** At the beginning of each season the Company will produce a game notes template and will send it to all clubs. This template will adhere to the contents specified in Article 79.3 and the marketing requirements established in Article 79.4.
- 79.3.** The game notes must contain at least the following information:
- Rosters of both teams
 - Statistics of both teams
 - Latest news about both teams (injuries, roster changes)

- Short history about both teams
- Previous games between both teams
- Media rules (Rules on Access to Team Practices for the Media and Rules on Access to Team Locker Rooms for the Media and Post-Game Press Conference)

- 79.4.** The game notes must respect the following marketing requirements: The Euroleague logo will be displayed in accordance with the Euroleague Corporate Image Manual (enclosed as Appendix VIII to these Regulations).
- 79.5.** Each game note will be sent electronically to the Euroleague Basketball office 24 hours before the tip-off time of the game at the latest.

Article 80. Club Media Guides

- 80.1.** All clubs are required to produce a Media Guide and send it to the Euroleague Basketball office.
- 80.2.** The club media guides will be in the local language and in English and contain the following information: a general fact sheet on the Euroleague, club executive and administrative staff (if possible, including pictures), history and accomplishments of the club, team roster, players' and coaches' biographies as well as information on the arena (opening hours for media facilities, map of the arena, transport from the hotels to/from the arena), information regarding the city, etc.
- 80.3.** An English pronunciation guide including the names of players, coaching staff, executive staff, teams and sponsors will be included in the media guide. Additionally, a TV/radio roster featuring headshots of players and coaching staff will be included as well.
- 80.4.** All media guides will feature the Euroleague logo on the cover. The size and format of the media guides will be in accordance with the Euroleague Corporate Image Manual. Failure to abide by this rule may make it necessary to have the media guides reprinted.
- 80.5.** Each club will send 25 copies of its media guide to the Euroleague Basketball office and at least another 25 copies to each and every one of the other clubs by the beginning of the competition. Each club will then distribute the media guides (its

own media guide, the other clubs' and the Euroleague Media Guide) to its local media covering the Euroleague.

- 80.6.** The media guide will be available electronically on the club's website.

Article 81. Interviews and Other Media Activities

Interview requests that are made by the Company's Communication Department will have to be attended to within 24 hours of the petition, unless otherwise specified by the Company and the club.

The official language of the Euroleague and the Company is English. This is the language that players, coaches and other spokespersons must speak when participating in Euroleague events.

The Company's Communication 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

The Company's Communication Department will have the option to conduct at least three media activities with players or coaches from each team. All activities will be coordinated with the media director of the club, who will be informed of these activities in advance.

The Company's Communication Department may request a maximum of two players per season per club to write a weekly or monthly blog for an external media. The Company's Communication 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 Euroleague. 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 Euroleague.

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.

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 Euroleague event takes place, such as a press conference, sponsor 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. Euroleague.net and Euroleague.tv

83.1. Contact Person

Each club will designate a contact person for communications with Euroleague.net in English and, if different from the media director of the club, inform the Euroleague Basketball office of

the name and contact details of this person. In all cases, the media director of each club will be ultimately responsible for all information requests made by Euroleague.net.

83.2.

Euroleague.net Communication Facilities

Each club will provide a DSL line or similar internet access at the playing court during all games for use by Euroleague.net correspondents and/or Company accredited photographers. Power supply and internet connection must remain active and available until at least 1 hour and 30 minutes after the final buzzer.

83.3.

Euroleague.net Requirements

- **Press Releases:** All press releases generated by the Media Department of a club must be sent simultaneously also to Euroleague.net by email (news@euroleague.net), in the original language and, if possible, with a summary in English.
- **Website Cooperation:** All clubs are required, when requested, to make available their own website content for use on Euroleague.net by sharing directly and/or supplying translations, contacts and picture reprint rights, if necessary. Clubs are required to include content reprint rights for republication on Euroleague.net in any contracts with third-party content providers.
- **Roster Status:** Before the Regular Season draw, clubs will supply to Euroleague.net a list of players under contract 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 Euroleague.net 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 Euroleague.net collaboration guidelines that concern them. All pre-season schedules and results will be supplied by the club to Euroleague.net 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 publish on its website or email to Euroleague.net 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)** All clubs will facilitate if necessary a flash interview with one player immediately after the end of the game and before the player reaches his locker room. The interview will be conducted by a Euroleague.net local correspondent or by telephone with Euroleague.net staff.
 - b)** One quote in English from each head coach at the post-game press conference will be forwarded immediately to Euroleague.net by email. This will be previously agreed on between the media director of the home club and the Euroleague.net local correspondent.
 - c)** **Player of the Week and/or Month:** The player of the week and/or month, if requested, will be made available to Euroleague.net for a live or phone interview.
- **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 Euroleague games, for a Euroleague.net 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, if requested, at least one player per season for a Euroleague.net blog consisting of three or more instalments. Blogs will be published during at least one entire phase of the competition, during the pre-season or during the summer. Blogs may be written by the player or communicated to the media director of the club, a Euroleague.net correspondent or a Euroleague.net staff member. Euroleague.net reserves the right to edit all blogs as needed.
- **Final Four:** If requested, all Final Four clubs will make each and every player and coach available for a Euroleague.net

Interview, Chat, Video, Fan Mail, Player Poll, Podcast or similar feature that requires direct or telephone contact for conversation.

83.4. Euroleague.tv Requirements

- All clubs are required to help arrange in advance multiple video interviews of players, coaches and club staff at the request of Euroleague.tv.
- A minimum of two times per season, when requested, all clubs will arrange with club staff or local TV producers for digital video and/or TV quality content to be supplied to Euroleague.tv at no cost to the Company.
- All clubs must ensure players and head coaches availability for promotional recordings (interviews, quotes, etc). The Company's Communications and TV and New Media Rights Departments will coordinate these activities.

83.5. Premium Media Partners

- In addition to Euroleague.net, the Company has premium media partners in some territories.
- The Company will provide the clubs with the list of these premium media partners, which may be updated during the season.
- Any petitions made by premium media partners will be attended to within 24 hours starting from the moment of the petition.

Article 84. On-Court Interviews by the Host Broadcaster

- 84.1.** One player from the home team who has participated in the first half of the game will be available at the end of the second period for an on-court flash interview before going back to the team locker room.
- 84.2.** Both head coaches will be available for on-court flash interviews prior to the start of the third period of the game.

Article 85. Access to Team Practices for the Media and Pre-Game Conference

85.1. The 15-minute practice access for media is mandatory starting one or two days before the first 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.

85.2. 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. In the case that the home team practices during the morning and the afternoon, the practice open to the media must be in the afternoon, 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.

85.3. Visiting Team

- 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.
- 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.

85.4. Each Monday the media director from each club must send the open practice schedule to the Euroleague Basketball office.

85.5. 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.

85.6. A pre-game press conference will be held in the arena press conference room, during the afternoon one day prior to the game. The speakers table will be comprised of the head coach of both teams and one player from each team. The speak flow will be:

- Statement of the home team head coach
- Statement of the away team head coach
- Statement of the home team player
- Statement of the away team player
- Questions

With reference to the topics above, Articles 86.6, 86.7 and 86.8 will apply.

The media director of the home club will send the transcription or audio file of the press conference in English to the following addresses: mediacommunications@euroleague.net; news@euroleague.net

Article 86. Access to Team Locker Rooms for the Media and Post-Game Press Conference

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 official 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. 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.

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 will 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 Host Broadcaster, the Rights Holders of the visiting team's territory, the premium media partner, one major daily newspaper, and one radio station allowed in the locker rooms of the home and visiting team after each game. The Euroleague.net 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 Host Broadcaster 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 Host Broadcaster 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 Host Broadcaster's camera may shoot up to three minutes with

all the players inside the locker room, without any interviews and always with the maximum respect for the players' usual routine.

- 86.4.** 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. The home club is responsible for making an audio recording of the press conference and sending it to the Company's Communication Department.
- 86.5.** 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 Host Broadcasters and Right Holders of the visiting team's territory on the playing court, for flash interviews, immediately after each game.
- 86.6.** The coordination work for the correct functioning of the press conference and locker room policy will fall upon the media director of each club.
- 86.7.** 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.
- 86.8.** 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.
- 86.9.** 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.

Article 87. Media Day

- 87.1.** The Media Day will be held at least two weeks before the beginning of the Regular Season. For the clubs coming from the Qualifying Rounds, the Media Day will take place the week immediately after their qualification.

- 87.2.** By 10 July each club will propose to the Company three dates to hold their Media Day in order to facilitate the coordination and final schedule of the Media Day programme, which will be confirmed by the Company by 31 July.
- 87.3.** No changes in the Media Day schedule will be made. If a club requests a date change after its Media Day has been confirmed by the Company, this must in the first instance be approved by the Company, and then the club will cover all the additional expenses generated by the change.
- 87.4.** The Media Day will be held on the official playing court of the team. The Company will visit the arena the day before for its review.
- 87.5.** The entire team and coaching staff will be available for five consecutive hours.
- 87.6.** Any practices held on the same day will take place after all Media Day activities conclude.
- 87.7.** The Company reserves the right to ask for two players for a special interview outside the arena.
- 87.8.** The main and reserve uniforms of all the players must be available during all Media Day activities.
- 87.9.** The clubs will reserve and fit out a room in their arenas, adequately lightened and sound isolated, for recording interviews. Inadequate recording environment may require the Media Day to be repeated or its location moved, both at the club's expense.
- 87.10.** The clubs must provide editorial content that the Company can record for its later use during the season.
- 87.11.** All the interviews will be in English. In the case that the person interviewed cannot speak this language, the club will provide the transcript of the interview in English.
- 87.12.** The clubs will inform their different departments involved (coaching staff, marketing, media, presidency, etc) regarding the Media Day logistics and all related activities.
- 87.13.** Each club will designate a person for the coordination of all activities in the Media Day.

- 87.14.** If a club registers a new player after the Media Day, the Company will be entitled to request pictures, interviews and recordings to complement the Media Day contents.
- 87.15.** The clubs will cooperate in contacting former players, presidents or other public personalities for interviews.
- 87.16.** The clubs must promote the Media Day before and after it is held in local media and on social media platforms.
- 87.17.** Each club will provide to the Company staff (or send to the Euroleague Basketball office) two official balls and two main playing uniforms signed by all players at the beginning of the season for corporate fan contests with no added charge.
- 87.18.** The Company reserves the right to ask for two players for a special interview outside the arena, apart from the time scheduled for the general Media Day footage.
- 87.19.** The Company's photo and video shooting will be the priority in the Media Day, if it coincides with other sponsors/partners actions the same day.

C H A P T E R X

Social Media Regulations

Article 88. 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.

Article 89. 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 officials, the Company and its staff members and any other entities related to the Euroleague.

Article 90. 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.

Article 91. 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.

Article 92. Brand

It is not allowed to modify the logos, name or image of the Euroleague and/or its sponsors, including but not limited to, deforming hashtags or the communications of the competition (e.g. #idontfeeldevotion).

Article 93. Confidentiality

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

Article 94. 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 Euroleague products.

Article 95. Illegal Promotions

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

Article 96. Videos

The Company may request the clubs to record short viral videos featuring players, to be used for Euroleague Basketball social media.

Article 97. 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 the entire 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.

Article 98. 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.

C H A P T E R X I

Audiovisual Regulations

Article 99. TV

99.1. Audiovisual Rights and Footage

99.1.1. At the beginning of each season, the Company will determine the Rights Holders (the holders of the Euroleague audiovisual rights).

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.

99.1.2. The Company 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 the Company after consultation with the clubs.

99.1.3. 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 the Company.

99.1.4. All media associated directly with the clubs will be considered as non-rights holders as detailed in the Euroleague 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 the Company.

Notwithstanding the above, during the season the Company will distribute the weekly highlights, which will last one minute, free of charge and through FTP, 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 and through FTP, for promotional purposes.

99.1.5. In no case will the clubs be allowed to broadcast or stream any live footage of the game within the period comprised between the 10 minutes before tip-off and the three minutes immediately after the end of the game.

99.2. Club Duties in Relation to Game Broadcasting

- 99.2.1.** Only the Host Broadcaster's cameras and those of the Rights Holders of the two participating teams will be permitted to shoot the time-outs and intervals between periods with audio and video during games. No other cameras will be permitted in the team bench area, except when authorised by the Company.
- 99.2.2.** The clubs will fully cooperate in helping the Host Broadcaster place TV cameras included in its camera plan (see Graphic 12a) 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 basket support structures (see Graphic 12b)]. The clubs will always help find the best location available for both the required and optional cameras that the Host Broadcaster may opt to use (see Graphic 12a and Graphic 12b). 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. 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 at least five video cameras.
- 99.2.3.** A maximum of four commentary positions for each Rights Holder broadcasting the game will be provided at court level, 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.
- 99.2.4.** 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.
- 99.2.5.** The clubs will be responsible for providing a timer console code to the TVs to synchronise the game clock and the 24-second clock with the TV graphics when technically possible.
- 99.2.6.** The clubs, the Rights Holders and the non-rights holders must fully comply with the requirements established in the Euroleague TV Broadcasting Manual approved by the General Assembly and any future modifications (Appendix X).

C H A P T E R X I I

Game of the Week

Article 100. Game of the Week

100.1. General Rules

The Game of the Week consists of a weekly Euroleague game with special dedicated features and TV production.

The clubs hosting a Game of the Week at their arenas will designate a person responsible for the Game of the Week to assist the travelling staff appointed by the Company in the organisation of the Game of the Week necessities, including all related marketing, audiovisual and communication initiatives. This person will be able to communicate fluently in English.

A club will host a Game of the Week a maximum of three times per season, unless its game is the only one to be played in the fourth and/or fifth game of the Playoffs, or when the home team of all other games to be played that round has also hosted the Game of the Week three times.

In the 2013-2014 season, the Game of the Week will be played on Thursday at 20:45 (CET). Exceptionally the Euroleague Basketball CEO may establish a different date and time, which will be notified to the clubs involved well in advance.

For any other issues not covered in this chapter, the regulations governing all games will be abided by.

100.2. Announcement of the Game of the Week

100.2.1. The Company will inform the clubs as to the game selected as Game of the Week within the following deadlines:

Regular Season:

- Round 1 - Round 5: 15 days prior to the start of the competition.
- Round 6 - Round 9: 10 days prior to Round 6.
- Round 10: 24 hours following Round 9.

Top 16:

- Round 1 - Round 3: 10 days prior to Round 1.
- Round 4 – Round 12: 10 days prior to each round.
- Round 13 -14: 24 hours following Round 12.

Playoffs:

- Round 1 and Round 2: The day after the last Top 16 game at 21:00 (CET).
- Round 3: 24 hours following Round 1.
- Round 4: 24 hours following Round 3.
- Round 5: 24 hours following Round 4.

100.2.2. Exceptionally the Euroleague Basketball CEO may change a Game of the Week previously selected and designate a new one.

100.3. Marketing Regulations

100.3.1. During the games designated as Game of the Week, the clubs must make the entire time available on the electronic advertising system to EP, for the Euroleague sponsors. EP will make available 12 minutes of exposure on the electronic advertising system for the home club's sponsors. These 12 minutes will be divided into two sponsorship packages that the club may sell to its own partners, with a maximum of two brands, respecting the exclusivity granted to the Euroleague sponsors. As a consequence, the advertising available for the clubs' sponsors will be the following:

For the Home Club:

- 12 minutes of electronic advertising (six minutes per package per brand).
- One brand inserted into the TV graphics of the team and the Starting Five.
- One brand inserted into the backdrop for the "Player of the Game" interview.

For the Visiting Club:

- One brand inserted into the TV graphics of the team and the Starting Five.
- One brand inserted into the backdrop for the "Player of the Game" interview.

100.3.2. The Company will send the playlist and files to be displayed on the electronic advertising system no later than 48 hours prior to the game.

100.3.3. The home club will inform the Company regarding the two brands to be included in the playlist no later than 48 hours prior to the game.

100.3.4. The home and visiting club will provide the Company with the logo to be inserted into the TV graphics and the "Player of the Game" backdrop no later than one week prior to the game, or immediately after the designation of the Game of the Week when it has been announced less than one week in advance.

100.3.5. An electronic advertising system test will be conducted by a Company staff member the day before the game, to make sure that the playlist to appear in the game is correctly displayed. For this test, the electronic advertising boards need to be positioned as in the game.

100.3.6. Under no circumstances advertising other than that expressly authorised by EP will be permitted within the coverage of the main TV cameras.

100.3.7. As in all other Euroleague games, the home clubs may display their local sponsors on advertising platforms outside the playing court along the sideline opposite the TV cameras coverage.

100.4. Game of the Week Activities

100.4.1. To provide the Game of the Week with special content for the Rights Holders broadcasting the game, specific activities, mostly recording, must be carried out before, during and after the game.

100.4.2. The footage shot inside the arena on the occasion of the Game of the Week will be the following:

Day before the Game:

- a)** Self-presentation or similar team introduction of all registered players wearing the official playing uniform of their respective team.
- b)** Special interviews to three club members (including players and coaches) per team regarding their professional path and the Game of the Week.
- c)** Euroleague branded interviews and/or special messages with two players per team, to promote the competition, its events, its clubs and its players, as well as the social action programmes conducted by the Company.
- d)** Footage of the team practices will be shot.

The Company will designate the players and coaches to be interviewed and will decide on the appropriate location for the recording.

The Company will elaborate, in coordination with the clubs, a detailed schedule of the activities that will be held the day before the game, taking into account the team practice times, all official media services, and the usual routine of the teams.

If any of the scheduled activities cannot be shot for a reason attributable to the club, it will be rescheduled for the day of the game.

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)** An on-court flash interview to one player per team will be conducted during the warm-up of the game and to a different player at the end of the second period.
- c)** The time-outs may be broadcast live.
- d)** An on-court flash interview with both head coaches (separately) will be broadcast live, two or three minutes before the start of the third period of the game.
- e)** Immediately after the game an on-court interview with the Player of the Game will be broadcast live.

All interviews will be recorded in English.

On-Court Promotions during the Game:

The Company will inform the home club, at least one week in advance, regarding the on-court promotions or other activities that will be conducted on behalf of Euroleague sponsors or linked to the competition or any Euroleague social action programme. When the Game of the Week has been announced less than one week in advance, this deadline will be 24 hours after the announcement.

In the event that the home club wishes to organise an on-court promotion (even if it is prior to the game), it will inform the Company well in advance so that the promotion can be included in the Game of the Week activity schedule.

- 100.4.3.** The team presentation will be conducted in accordance with the Company's instructions.

100.5. Other Needs and Logistic Requirements

- 100.5.1.** The home club will cooperate with the Company in contacting former players and coaches, as well as other public personalities, for their participation in the audiovisual material for the Game of the Week.

- 100.5.2.** The home club will provide two seats at the scorer's table to the Company staff involved in the Game of the Week. Adequate power and internet connection will be provided to these seats. One of the positions will be as close as possible to the Instant Replay position, which will be occupied by the Company staff member (Game of the Week coordinator) designated to administer the TV time-outs as well as supervise and synchronise the special TV production with the different on-court activities during TV time-outs.

- 100.5.3.** The home and visiting club will provide the Game of the Week coordinator with the rosters of the game after the morning practice.

In addition, the clubs will provide the list of the Starting Five players 15 minutes before tip-off.

- 100.5.4.** At the Company's request, the home club will reserve and fit out a room in the arena, adequately lightened and sound isolated, to shoot footage of some of the interviews. The Company will inform the club regarding the room decoration requirements.

- 100.5.5.** Unless expressly authorised by the Company, the home club may not turn off or reduce the intensity of the lighting level in the arena within the period comprised between the 15 minutes before tip-off and the end of the game.
- 100.5.6.** The home club must cooperate with the Host Broadcaster to place the ISO camera at one of the corners near the playing court, opposite the team benches, and as nearest as possible to the TV compound.

C H A P T E R X I I I

Other Obligations of the Clubs

Article 101. Internal Organisation

The clubs must have an organisational structure that in addition to the sports area includes the following distinct positions, held by different individuals:

- Marketing Director
- Finance Director
- Media Director
- Ticket Sales Director

Article 102. Practices

102.1. 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.

102.2. 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 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.

102.3. 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. All clubs must comply with the request from the Host Broadcaster and the Rights Holders of the visiting team's territory, when applicable, to gain access to their commentary positions no later than two hours prior to each game.

Article 103. 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 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

Article 104. Medical Assistance to Referees

On the occasion of the games, the home club must provide medical assistance to the referees when requested.

Article 105. Recording of the Game

- 105.1.** The home club must provide five DVD 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 observer. The DVD copies must not be copy protected.

- 105.2.** The home club will allow the visiting club to use a camera if the visiting club wishes to record the game.

Article 106. Public Address System

- 106.1.** The public address system inside the arena may be used to inform the spectators of incidents arising during the game in the playing area. It may not be used as a means to give support or in such a manner as to alter the emotional state of the spectators. The only exception is that, after every home team's basket scored, the speaker and the DJ will have a total of three seconds to celebrate it and play music respectively. In no case may the public address system be used to incite violence. The public address system may also be used for promotional actions during time-outs, intervals of play between periods and half-time.
- 106.2.** 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, intervals of play between periods and during half-time. 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 in close proximity to the team benches and scorer's table is not authorised.
- 106.3.** 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.

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.

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 club 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 Monday before the trip at the latest.
- 110.2.** The home club will send to the Company's Communication Department the schedule of both teams' practices, the 15-minute practice access for media and the pre-game press conference.
- 110.3.** All clubs must have an official website with information regarding the club, and 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 Article 69.
- 110.4.** All clubs must submit the complete schedule of all their Domestic Competitions games, including tip-off times, to the

Euroleague Basketball office, within one week after that information becomes available.

110.5. Ticketing and Attendance

110.5.1. Prior to the start of each season and no later than 1 September, all clubs must submit to Euroleague Basketball office a colour-coded seating map that illustrates the price for each seating section in their arenas for all Euroleague and Domestic Competitions home games.

- a)** If prices are different for the Euroleague and Domestic Competitions games, separate maps must be submitted.
- b)** If there is more than one price level for each seating section (for example, for season tickets compared to single-game tickets), these prices must be indicated.
- c)** Ticket prices will be quoted on a per-game basis. For season tickets and mini-plans, this will be calculated by dividing the total price by the number of guaranteed games included in the price of the ticket.
- d)** For season tickets that include games that are not guaranteed (for example, Playoff games, cup competitions, friendly games), this calculation will be based only on the number of guaranteed games and must be indicated as a footnote on the seating map.
- e)** 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.

110.5.2. All clubs must provide the Company with an accurate completion of the Euroleague Attendance Reporting Form for all Euroleague, Domestic Competitions and other home games, in accordance with the specific directives and procedures that the Company will establish (Appendix VI includes the criteria, which may be modified from time to time, required for reporting attendance).

- a)** The Attendance Reporting Form is enclosed as Appendix VII. 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 Euroleague and Domestic Competitions game or any date and time specifically indicated by the Company.

- c)** All clubs must have ticket inventory management software based on criteria provided by the Company.
 - d)** The Company may audit the club's books and records to determine the accuracy of these reports.
- 110.5.3.** The clubs that have not reached an average paid attendance, based on a reasonable pricing policy, of 75% of the minimum arena capacity corresponding to their licence in the previous season, if they have played in the Euroleague, must participate in a ticketing programme organised by the Company and implement the solutions specified by this programme. All other clubs will have the right to take part in it. All related costs will be shared among the clubs involved.
- 110.6.** All clubs must provide the Euroleague Basketball office with 10 copies of all media, marketing and business materials that are utilised in the course of their business.
- 110.7.** All clubs must, annually, provide the Euroleague Basketball office with a copy of their media contact lists.
- 110.8.** 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.

All 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.** 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. The selection of game action replays may not be used to alter the emotional state of the spectators.

111.2. 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.

Article 112. Competence of the Table Officials

112.1. Each club will register a maximum of 10 table officials that will work at Euroleague games during the entire season by sending their contact information to the Company, no later than 15 September. The list of the four table officials nominated for each game must be sent to the Company before the start of each game.

112.2. Each club will make sure that the table officials are nominated for its home games, that they are of the required standard, and that they speak English. The clubs will be responsible for the performance and behaviour of the table officials. 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.

112.3. The table officials will hold a pre-game meeting with the referees in the referees or table officials locker room, led by the officiating crew chief.

112.4. Other requirements regarding the table officials are specified in Article 70.8.

Article 113. The clubs will have a scanner, a photocopier and internet connection in the arena to enable the referees to send the scoresheet by email following the conclusion of the game and make the necessary copies.

Article 114. Company Equipment Maintenance

114.1. The clubs must maintain in a good condition any equipment provided by the Company for a minimum of three seasons. 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.

114.2. Should a club lose the right to participate in the Euroleague 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.

- 114.3.** If a club does not return the equipment or returns it damaged, it will be responsible for the relevant cost.

Article 115. Other Events or Games

- 115.1.** 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.
- 115.2.** The clubs may not release their players for participation in national team competitions from after the third weekend in September until the third weekend in June.

Article 116. Meetings

It is compulsory that the head coach of the team attends the annual coaches meeting and any other meetings or events to which he is called to attend.

Article 117. Club Agreements

- 117.1.** All major contracts signed by the clubs with third parties must include an express clause stating the following:
- "This agreement respects and may not be contrary to the Euroleague Bylaws, and all other rules, regulations and resolutions thereof, as they presently exist or as they may be amended or modified from time to time."
- 117.2.** All Players and Coaches Agreements must include certain clauses that express the following:
- a) Assignment of the right to use the player's likeness (photograph, caricature, etc), name, number or any combination thereof to the club and to EP, for any and all commercial and promotional purposes, other than to imply any direct endorsement by the player of a product or service (other than the Euroleague and its sponsors and/or partners).

b) The players and coaches must annually make a minimum of four individual or group appearances on behalf of the Company and four appearances on behalf of the club.

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

C H A P T E R X I V**Statistics Service****Article 118. Obligations of the Home Club**

- 118.1.** The clubs will register their entire statistics crew no later than 1 August. The registration document will include the statistics crew chief appointed by the club. The statistics crew will pass an online statistics criteria test prior to the start of the season. Each club must inform the Company of the exact statistics crew prior to the start of each game.
- 118.2.** The statistics crews will have to strictly follow the Statistics Crews Manual for the Euroleague Basketball Competitions, which is enclosed as Appendix III.
- 118.3.** The statistics crew must follow the FIBA Basketball Statisticians' Manual. The Company may establish additional criteria and data that have to be gathered in the official statistics of each game.
- 118.4.** The clubs will distribute the statistics to the media immediately following the end of each period of the game, and extra periods if any.
- 118.5.** As stated in Article 70.8, the statistics crew will wear the uniform designed by the Company, which will be produced and distributed by the clubs.
- 118.6.** The Company reserves the right to designate a statistics crew when the club fails to correctly elaborate the statistics of the game according to the Euroleague standards. Any related costs will be covered by the home club.

C H A P T E R X V

Officials

Article 119. Officials

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

C H A P T E R X V I

Euroleague Basketball Representation

Article 120. Accreditations

The Company has the right to issue an accreditation to all of its staff members, representatives and Euroleague Basketball delegates who are required to attend games. This accreditation will allow admittance to all areas of the arenas.

Article 121. Representatives

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

Article 122. Euroleague Basketball Delegate

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

C H A P T E R X V I I

Arena Access

Article 123. Prohibitions

- 123.1.** Arena access is prohibited for those spectators attempting to bring alcoholic drinks, narcotics, psychotropic or stimulant drugs or similar substances, weapons (or objects that may be used as such), flares or similar, or being under the influence of the drinks and substances mentioned above.
- 123.2.** Arena access is prohibited for those spectators attempting to bring and use banners, symbols, emblems or texts that directly or indirectly incite violence or that include discriminatory messages. It will be the responsibility of the home club to withdraw them immediately.
- 123.3.** It is forbidden to smoke inside the arena. The home club must take the necessary steps to ensure that this rule is abided by.
- 123.4.** The prohibitions above must be printed on the tickets and posted in the ticket offices and at arena access points (doors, gates, etc).
- 123.5.** In order to prevent violence, the Euroleague Basketball CEO may decide not to allow entrance to Euroleague Basketball games to any person who has been proved, by any means, to have engaged in violent acts. Clubs will be responsible for preventing their access to the arenas and will take all reasonable measures for the observance of this prohibition.

C H A P T E R X V I I I

Doping Control

Article 124. General Rules

All players registered in the Euroleague 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 125. Applicable Rules

- 125.1.** 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.
- 125.2.** 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.

C H A P T E R X I X

Financial Regulations

Article 126. Responsibilities of the Clubs

- 126.1.** Each club will be responsible for its own travelling and accommodation expenses derived from its participation in the Euroleague.
- 126.2.** The home club will receive all the revenues generated on the occasion of Euroleague games in its arena, except those revenues whose management falls upon EP and/or the Company according to the resolutions of the General Assembly.
- 126.3.** 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 statistics crew.
- 126.4.** The officials and Euroleague Basketball delegates fees and expenses derived from travelling and accommodation will be paid by the clubs according to the criteria established by the General Assembly. In the case of the Qualifying Rounds, a different system will be applied for these expenses, as mentioned below.

The officials and Euroleague Basketball delegates fees and expenses related to the Qualifying Rounds games will be directly invoiced to the participating clubs according to the Administrative Procedure Regulations enclosed in Appendix XII to these Regulations.

Article 127. Audiovisual and Marketing Rights

The commercial exploitation of the audiovisual and marketing rights of the games and tournaments organised by EP and/or the Company are the responsibility of EP. The conditions under which this commercialisation will take place must be those approved by the General Assembly.

Article 128. Common Accounting Regulations

All clubs must submit to the Company all the documentation required by the Common Accounting Regulations approved by the General Assembly, in accordance with the stipulations and deadlines specified in Appendix IV.

This article is only to be applied to the clubs participating in the Regular Season.

C H A P T E R X X

Communications

Article 129. 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 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 130. Original Documents

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

Article 131. Language

The official language of the Euroleague 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.

ADDITIONAL PROVISIONS

FIRST ADDITIONAL PROVISION **Technical Rules Clarifications**

1. In all games, the home team will have the choice of basket and team bench.

2. The first period and all extra periods will begin with a jump ball in the centre circle. The team that gains control of the live ball on the playing court after the jump ball to start the first period will start the fourth period with a throw-in at the centre line extended opposite the scorer's table. The team that does not gain control of the live ball on the playing court after the jump ball to start the first period will start the second and third periods with a throw-in at the centre line extended opposite the scorer's table. For all other jump ball situations, a jump ball will take place at the nearest free throw circle between the two opposing players involved. If there are more than two players involved in the held ball, the jump ball will be between two opposing players of approximately the same height as designated by the official. When the game is to be resumed with a jump ball in any other situation, including when a live ball lodges on the basket support structure, the jump ball will take place at the nearest free throw circle between any two opposing players. The two opposing players must have been on the court when the situation leading to the jump ball occurred. If the player designated to jump must leave the game because of injury, having committed his fifth foul or having been disqualified, then his substitute will jump. If no substitute is available, any player designated by the captain will jump.

3. Time-outs:

Each team will be entitled to the following time-outs:

- One 30-second time-out and one 60-second time-out at any time during the first half;
- One 30-second time-out and two 60-second time-outs during the second half. In the last two minutes of the fourth period teams are entitled to a maximum of one 30-second time-out and one 60-second time-out. If no 60-second time-outs have been used by the team prior to the last two minutes, one of these will be cancelled.
- One 60-second time-out at any time during each extra period.

4. Intervals of play:

There will be intervals of play of 90 seconds between the first and second period (first half), between the third and fourth period (second half) and before each extra period.

SECOND ADDITIONAL PROVISION **Playing Uniforms and Advertising**

The application of this additional provision will be conditional upon reaching an agreement with one or more suppliers that includes supplying team playing uniforms to the majority of the clubs, an agreement that will be subject to the approval of the clubs in accordance with the Bylaws.

Article 70.2.

- Front of the shirt: modification of Article 70.2.1.c)
 - d) The advertising space (a maximum of one commercial brand - other than the playing uniform manufacturer, whether included or not in the name of the team - on a maximum of two lines) will be a maximum size of 16cm in height and 30cm in width.
- Shorts: modification of Article 70.2.3

Any advertising on the shorts other than that of the playing uniform manufacturer may not be allowed.

THIRD ADDITIONAL PROVISION **Exhibition, Preparation or Friendly Games**

1. The General Assembly may establish those exhibition, preparation or friendly games in which the participation of Euroleague 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 Euroleague 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 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 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, sponsorship (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 EP and this third party.

FOURTH ADDITIONAL PROVISION **Arena Capacity**

In compliance with what is established in the Euroleague Club Licensing Rules, starting with the 2012-2013 season the clubs must have use of an arena with a minimum capacity of 10,000 seated spectators, with all necessary technical elements duly approved, in order for them to maintain or be allocated an A Licence. Notwithstanding the above, the Euroleague Basketball CEO is empowered by the General Assembly to approve a temporary waiver of this requirement for those clubs that have previously provided credible evidence that they are in the process to move to an arena with the required minimum capacity within a reasonable construction cycle.

TRANSITORY PROVISIONS

- 1.** Beginning with the 2015-2016 season, the Financial Stability and Fair Play Regulations included as Appendix XIII will apply.
- 2.** Commencing with the 2015-2016 season, the pre-game and post-game press conferences will be broadcast live on YouTube and on any other platform that the club may decide. The URL address of the press conferences will be sent to the Company's Communication Department no later than two days before the game. The Company reserves the right to embed the press conferences on Euroleague.net and on the website of the

premium media partner from each territory. It is recommended that clubs comply with this in the 2014-2015 season in order to guarantee that the rule is applied correctly in the 2015-2016 season.

FINAL PROVISION

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



APPENDIX I

2014-2015 CALENDAR

2014-15 SEASON CALENDAR (01/07/2014)

JULY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
AUGUST	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
SEPTEMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
OCTOBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
NOVEMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
DECEMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
JANUARY	1	T16 1	2	3	4	5	6	L32 1	T16 2	7	8	9	10	11	12	13	L32 2	T16 3	14	15	16	17	18	19	20	L32 3	T16 4	L32 4	T16 5			
FEBRUARY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	T16 8			
MARCH	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
APRIL	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	PO 4	F 1	24	25	26	27	28	29	30
MAY	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
JUNE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		

EUROLEAGUE
EUROCUP
DOMESTIC CUPS
2014 FIBA BASKETBALL WORLD CHAMPIONSHIP

EL: 28 WEEKS
 EC: 24 WEEKS
 RS: 10 Weeks
 T16: 14 Weeks
 L32: 6 Weeks
 PO: 3 Weeks
 EF: 2 Weeks
 QF: 2 Weeks
 SF: 2 Weeks
 F: 2 Weeks



APPENDIX II

STANDARD PLAYER CONTRACT

APPENDIX II

STANDARD PLAYER CONTRACT

This Contract is made this day of 20..... by and between:

.....[club's full name] with registered office in [address] and participating or willing to participate in the Euroleague competition (hereinafter referred to as the "**Club**");

AND

.....[player's full name]....., domiciled at[address]..... (hereinafter referred to as the "**Player**")

hereinafter jointly referred to as the "Parties" and severally as the "Party", who hereby agree and stipulate as follows:

1. Contract and Definitions

- 1.1.** This Contract respects and may not be contrary to the Euroleague Bylaws, and all other rules, regulations and resolutions thereof as they presently exist or as they may be amended or modified from time to time.
- 1.2.** In this Contract, including the exhibits if any, the following terms have the meanings specified below:
 - "Euroleague Basketball" means the basketball competitions named "Euroleague" and "Eurocup", as well as the organisation controlling and managing them;
 - "National League" means the national or multinational association of elite basketball clubs to which the Club is affiliated;
 - "National Federation" means the national basketball federation to which the Club is affiliated;
 - "Anti-Doping Authority" means Euroleague Basketball and any other national or international organisation or body responsible for adopting, implementing or enforcing anti-doping rules and sanctions within its authority, such as the World Anti-Doping Agency (WADA), the International Olympic Committee (IOC), the International Basketball Federation (FIBA), the National Federation, and the National League;

- “Sports Authority” means any national or international organisation or body organising or overseeing the competitions in which both the Club and the Player participate;
- “Season” means the period beginning on 1 July and ending on 30 June of each year;
- “Collective Bargaining Agreement” means the collective labour agreement, if any, entered into at national or transnational level by and between the relevant basketball players’ association of which the Player is a member and the relevant League or Federation of which the Club is a member;
- “Compensation” means any pecuniary remuneration provided for in this Contract;
- “Exhibit” is a document attached to this Contract and to be considered wholly binding as an integral part thereof.

2. Player’s activities and duties

- 2.1.** By this Contract and during its entire duration, the Player undertakes to provide the Club with the following services and activities at the time and place fixed by the Club:
- a)** Attendance at any training camp, at any practices and meetings conducted by the Club during the whole Season;
 - b)** Playing the games at a national and international level scheduled by and for the Club during the whole Season;
 - c)** Playing all exhibition games scheduled by the Club or the National League or Euroleague Basketball during the Season;
 - d)** Attendance at every event organised or promoted or conducted by the Club, the National League or Euroleague Basketball (including, but not limited to, media sessions);
 - e)** Participation in promotional activities of the Club, the National League or Euroleague Basketball.
 - f)** Any other service or activity provided for in this Contract.
- 2.2.** The Player shall submit to and comply with all the directives, rules and sanctions established by the Club, the National League and Euroleague Basketball.
- 2.3.** The Player shall loyally cooperate with the technical and managing staff of the Club in order to maximise the results of his sporting efforts.

- 2.4.** The Player agrees to give his best services, as well as his loyalty to the Club, and to play basketball only for the Club. Moreover, the Player agrees to be neatly and fully attired in public and to behave on and off the court according to the highest standards of honesty, citizenship and sportsmanship and not to do anything that is detrimental or prejudicial to the best interests of the Club or the National League or Euroleague Basketball.
- 2.5.** The Player agrees that the personal information with which he will provide the Club may be disclosed by the Club to the corresponding entities for the purposes of the activity established in this Contract. In all other cases, the Club commits itself to keep this information confidential.

3. Collective Bargaining Agreement

- 3.1.** The Collective Bargaining Agreement applicable to the Parties, if any, is hereby declared to be an integral and binding part of this Contract.
- 3.2.** Any article of this Contract shall be applied to the extent that it does not contradict a specific provision of any applicable Collective Bargaining Agreement.

4. The Club's duties: compensation and expenses

- 4.1.** For the rendering of the services and athletic activities provided for in this Contract, the Club shall pay the Player the total amount of _____ to be paid in ____ instalments, with the partial amounts, deadlines, and ways and means of payment to be specified in Exhibit A to this Contract.
- 4.2.** The Parties may agree in writing on any particular fringe benefits, such as car, mobile telephone, board and lodging or else; the Parties hereby declare that the total gross value of the agreed fringe benefits amounts to _____. As a condition of its effectiveness and validity, a copy of any such agreement shall be attached herewith as Exhibit B.
- 4.3.** The Parties may agree in writing on bonuses in connection with the achievement of particular results. As a condition of its effectiveness and validity, a copy of any such agreement shall be attached herewith as Exhibit C.
- 4.4.** The Club states and guarantees that the above agreed Compensation (including salary, fringe benefits and bonuses) is not lower than the

minimum amount fixed by the applicable Collective Bargaining Agreement or by the national laws governing this Contract.

- 4.5.** The above Compensation includes any tax and social security burdens. The Club shall deduct and/or withhold any amount required by the applicable laws and shall be liable towards the Player for timely payments of any such amounts to the tax and social security authorities, and for filing with them any required documents. The Player shall bear the responsibility of complying with his own tax and social security obligations and of filing any personal income tax return in accordance with the applicable laws.
- 4.6.** The Club shall grant the Player a minimum of 35 (thirty-five) calendar days of holidays per year of duration of this Contract. Given the particular characteristic of the basketball activity, said period of holidays shall be spent entirely from 1 July until 4 August of each year of duration of this Contract, unless otherwise previously agreed in writing by the Parties.
- 4.7.** The present Contract includes the following Exhibits: _____.

5. Health Insurance for the Player

- 5.1.** The Club shall stipulate at its care and charge a health insurance policy for the benefit of the Player, covering all risks connected with his sports activity rendered for the Club pursuant to the above Article 2.1. Said health insurance shall grant to the Player or the Player's heirs a minimum of 200,000 euros in case of permanent disabilities and 150,000 euros in case of death.
- 5.2.** Unless otherwise agreed in writing by the Parties, the Player shall entirely bear the expenses connected to particular medical tests or therapies not covered by said health insurance policy.
- 5.3.** The Player shall entirely bear all medical and hospitalisation expenses related to diseases or injuries (including, but not limited to, dental and cosmetic matters) not derived from his sports activity rendered for the Club pursuant to the above Article 2.1.

6. Player's physical conditions

- 6.1.** By signing the present Contract, the Player expressly declares that he has no current or previous injury or illness which might reduce his capability to perform at his best possible level and that in the previous 12 months he has not used any substance or method prohibited or limited by any Anti-Doping Authority.

- 6.2.** After the signing of this Contract, the Player shall submit to the medical and physical tests required by the Club. The Player's refusal shall give the Club the right to unilaterally declare this Contract not to be effective and not to be entered into force between the Parties.
- 6.3.** This Contract shall be effective and entered into force between the Parties provided that, taking into account the results of said medical and physical tests, the Club is satisfied that:
- a)** The Player is in general good shape and his physical condition is appropriate for the performance of his sports activity pursuant to the above Article 2.1;
 - b)** The Player has no current or previous injury or illness which might reduce his capability to play at his best possible level;
 - c)** The Player has not used any substance or method prohibited or limited by any Anti-Doping Authority.
- 6.4.** After obtaining the results of the medical and physical tests, the Club shall immediately give copy of said results to the Player and shall communicate to him as soon as possible that it deems them not to be satisfactory, thus causing the Contract not to enter into force and be effective.
- 6.5.** During the term of this Contract, the Player shall maintain his physical conditions at his highest level for the best performance of his sports activity for the benefit of the Club. For this purpose, the Player shall maintain a correct feeding and a healthy style of life.
- 6.6.** The Club has the right, from time to time, to check through a qualified physician the medical and physical condition of the Player and to require him to submit to medical and physical tests. The Player shall follow any medical and dietetic advice received.
- 6.7.** The Player shall not practice risky activities or sports such as, but not limited to, skiing and other winter sports, parachuting, car-racing, motorcycling, rugby, football, boxing and wrestling.
- 6.8.** If, during the term of this Contract, the Player is injured or suffers from a disease as a direct result of the sports activity rendered for the Club, and the whole duration of the periods of absence of the Player has been longer than 225 days in total, the Club has the right, and must notify the Player accordingly:
- a)** To terminate the Contract immediately, or
 - b)** To pay 50% of the Player's Compensation until the cessation of his injury or disease.

- 6.9.** If during the term of this Contract the Player is injured or suffers from a disease which is not a direct result of the sports activity rendered for the Club, impeding the Player to regularly perform his duties, the Club may immediately terminate this Contract.

7. Anti-Doping

- 7.1.** The Player participating in national or international basketball competition consents expressly to the application on him of the anti-doping regulations and sanctions issued by any Anti-Doping Authority or Sports Authority.
- 7.2.** In the event that the Player is definitively suspended by any Anti-Doping Authority or Sports Authority, on the basis of any applicable national or international anti-doping regulations, the Club shall have the right to immediately terminate this Contract.

8. Discipline

- 8.1.** The Player hereby states that he has been previously informed of the Club internal technical and disciplinary regulations, which he entirely accepts and undertakes to comply with.
- 8.2.** The Player also agrees to comply with all regulations and provisions governing the competitions as set forth by the competent national and/or international Sports Authorities.

9. Image rights and promotional activities

- 9.1.** The Player agrees, without further compensation, to allow the Club or the National League or Euroleague Basketball and their respective sponsors to take pictures of the Player, during game action or posed, as necessary, alone or together with others, for still photographs, motion pictures, internet, TV or any other form of media whether presently known or unknown, at such times as the Club or the National League or Euroleague Basketball may designate. Such pictures may be used, without further compensation, in any manner desired by either the Club or the National League or Euroleague Basketball or their respective sponsors only for publicity or promotional purposes. The rights in any such pictures taken by the Club or by the National League or by Euroleague Basketball shall belong to the Club or to the National League or to Euroleague Basketball as their interests may appear.

- 9.2.** The Player hereby assigns his name, likeness, caricature, number, or any combination thereof to the Club, National League and Euroleague Basketball for any and all commercial and promotional purposes, other than to imply a direct endorsement by the player of a product or service (other than the Euroleague competition and/or its official sponsors or the National League).
- 9.3.** The Player must, annually, make a minimum of four individual or group appearances on behalf of Euroleague Basketball and four appearances on behalf of the Club, for purposes of promoting the Club and/or Euroleague Basketball, supporting Club and/or Euroleague Basketball community programmes, commercial activities, sponsorships, media relations or for such other purposes as the Club or Euroleague Basketball determine at their reasonable discretion.
- 9.4.** The Player may not wear the brand of shoe of his choosing, unless otherwise agreed between the Parties. In any event, the Player may not wear socks, undergarments (such as compression shorts), headbands, wristbands, knee braces, elbow braces or any other equipment or clothing that bears the logo of any commercial brand, unless specifically required to do so by the Club or Euroleague Basketball or the National League.
- 9.5.** During games, practices and other official functions on behalf of the Club, the National League and/or Euroleague Basketball, the Player shall use the products, containers and equipment designated by the Club, the National League and/or Euroleague Basketball.
- 9.6.** In addition to the appearances specified in Article 9.3 above, the Player agrees to fully cooperate with the Club, the National League and/or Euroleague Basketball regarding community programmes, charitable functions and other appearances and activities for non-profit organisations and for non-commercial purposes.
- 9.7.** The Player also agrees that, during the term of this Contract, he will not make public appearances, participate in radio or TV programmes, permit his picture to be taken, write or sponsor newspaper or magazine articles, or sponsor commercial products without the written consent of the Club, which shall not be withheld except in the reasonable interest of the Club or of the National League or Euroleague Basketball.
- 9.8.** The Player shall consent to and make himself available for interviews by representatives of the media 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 Club or the National League or Euroleague Basketball, unless serious reasons prevent him from doing it.

- 9.9.** In addition to the foregoing, the Player agrees to participate, upon request and without further compensation, in all other reasonable promotional activities of the Club and of the National League or Euroleague Basketball and their respective sponsors.

10. Duration

- 10.1.** This Contract has a duration of from until and may be renewed by the Parties.
- 10.2.** By completing and signing the attached Exhibit D, the Parties may agree on a right of option entitling the Club, until two months before the expiry of this Contract, to accept the Player's offer to hire him again in accordance with the conditions fixed in Exhibit D.
- 10.3.** By completing and signing the attached Exhibit E, the Parties may agree on a right of first refusal entitling the Club, after the expiry of this Contract and for a period of up to three months, to hire again the Player meeting any offer by other Clubs, in accordance with the terms and procedure established in Exhibit E.

11. Early termination

- 11.1.** In the event of an alleged default by the Club in the payments to the Player provided for in this Contract, or in the event of an alleged failure by the Club to perform any other material obligation that it has agreed to perform hereunder, the Player shall notify the Club, the National League and Euroleague Basketball in writing of the facts constituting said alleged default or alleged failure. If neither the Club nor the National League, nor Euroleague Basketball shall cause said alleged default or alleged failure to be remedied within fifteen days after the receipt of said written notice the Player shall have the right to request that the dispute concerning said alleged default or alleged failure be referred immediately to arbitration in accordance with Article 13.2 of this Contract. If, as a result of said arbitration, an award is issued in favour of the Player, and if the Club does not comply with said award within fifteen days after the service thereof, the Player shall have the right, by further written notice to the Club, to terminate the Contract and obtain the Club's immediate compliance with the award.
- 11.2.** With the exception of the above Article 11.1, the Player has no right to an early termination of this Contract.

- 11.3.** In the event that the Player withdraws unilaterally from this Contract before its expiration without a right thereto, he shall compensate the Club with 1,000,000.00 (one million) euros, or with the amount corresponding to the triple of his annual compensation without bonuses, whichever amount is highest. The Player shall compensate the Club with an even higher amount if the Club proves either that it suffered more damages in connection with the Player's departure or that the Player withdrew from the Contract in order to obtain a compensation much higher than said amount. The actual payment of said compensation amount is a condition precedent to the lawful termination of this Contract.
- 11.4.** The Club may terminate or suspend temporarily this Contract if the Player shall do any of the following:
- a)** At any time, fail, refuse, or neglect to conform his personal conduct to high standards of good citizenship, good moral character and good sportsmanship, to keep himself in first-class physical condition or to obey the Club's rules; or
 - b)** At any time, fail, refuse, or neglect to render his services hereunder or in any other manner materially breach this Contract.
- 11.5.** The Club and the Player agree that if at any time the Player's weight is more than ____ Kilograms, each time the Club shall have the right to admonish in writing the Player and after fifteen days, if the weight is not reduced below said limit, to impose on him a fine of up to 5% of his annual compensation without bonuses.
- 11.6.** Upon any termination of this Contract by the Player, or upon any termination of this Contract by the Club in accordance with the terms of this Contract, all obligations of the Club to pay Compensation shall cease on the date of termination, except the obligations of the Club to pay the Player's Compensation to said date.

12. Agent's commission

- 12.1.** The Agent's commission amounts to% of the net Compensation amount not including bonuses and fringe benefits, of which% shall be paid by the Club and% by the Player.
- 12.2.** The Player declares that the sole Agent having a right to said commission is the following firm or individual: No other Agent or individual may have a right to a commission in connection with this Contract.

12.3. In case of renewal or extension of this Contract, said commission shall be paid solely to the agent who in fact negotiates said renewal or extension.

13. Applicable law and disputes

13.1. For what is not expressly provided in this Contract or in the regulations of the National League or of the National Federation or of Euroleague Basketball, this Contract is governed by the law of the State in which the Club has its registered office.

13.2. Any dispute arising from or related to the present Contract shall be submitted to a Conciliator appointed by the Euroleague Basketball CEO, with a view to finding an amicable solution. The Parties shall not be bound by any proposal or opinion expressed by the Conciliator. If the Parties do not achieve a settlement within 15 days from the lodging of the application, or if the Conciliator declares that the attempt at conciliation has failed, either Party shall be free to submit the dispute to arbitration in accordance with the following provisions.

13.3. If said conciliation procedure has not been successful, any dispute arising from or related to the present Contract shall be submitted exclusively to the Court of Arbitration for Sport in Lausanne, Switzerland, and resolved definitively by a Sole Arbitrator in accordance with the Code of sports-related arbitration. In spite of what is provided in Article 3.2 of this Contract, this arbitration clause shall prevail over any arbitration or jurisdiction provision included in the Collective Bargaining Agreement or in the regulations of the National League or National Federation.

13.4. The legal seat of the Arbitration is in Lausanne, Switzerland; however, any hearing shall be held in Barcelona, Spain, at the premises of Euroleague Basketball, which shall make available any required interpreter and an ad hoc secretary to the arbitration.

13.5. The Sole Arbitrator shall render the award within 20 days of the lodging of the application; this time limit may be extended by the President of the CAS Ordinary Division if particular circumstances so require. The Sole Arbitrator may decide to communicate the provisions of the award, prior to the reasons; the award shall be final from said communication.

13.6. The award shall be final and binding upon the parties and it shall not be challenged by way of an action for setting it aside.

14. Communications

14.1. Any communications, notification or service between the Parties shall be addressed as follows:

the CLUB:

address: _____

the PLAYER:

address: _____

14.2. Any communication, notification or service sent to the above indicated address will be deemed as validly effected unless both Parties have agreed to a change of address.

14.3. Any communication, notification or service for the Player sent to the Player's agent indicated in Article 12.2 is deemed to be validly effected.

15. Miscellaneous

15.1. It is strictly forbidden for the Player to play, to attempt or threaten to play, or negotiate for the purpose of playing, during the term of this Contract, for any other basketball club, Club, person, firm, corporation, or organisation.

15.2. It is agreed that in the event the Player is playing, attempting or threatening to play, or negotiating for the purpose of playing, during the term of this Contract, for any other basketball club, Club, person, firm, corporation, or organisation, the Club may impose on the Player a fine of up to 30% of his annual Compensation and immediately terminate this Contract.

15.3. This Contract is made in at least four originals. One original is to be kept by the Club and one by the Player. The remaining originals must be filed by either Party within one week with: a) Euroleague Basketball; b) the National League, if any; c) any other body required by national rules.

15.4. The Player shall not be eligible to play in Euroleague Basketball competitions if Euroleague Basketball expresses its disapproval of the Contract within seven days from the filing; this period of time is reduced to

two days if the Contract is filed with Euroleague Basketball at any time after the relevant Euroleague competition has begun.

15.5. By signing this Contract the Player acknowledges that the Club, allowing and preparing him to play at the highest national and European level (in particular competing within the Euroleague), contributes in a fundamental way to his physical and technical training, development and improvement.

Accordingly, if the Player is under twenty-four years of age at the time of expiration of this Contract, and if after said expiration the Player signs a contract with a club competing within a non-European professional league for an amount significantly higher than the Compensation, the Player shall compensate the Club for said training, development and improvement with 1,500,000.00 (one million five hundred thousand) euros or with 20% of the total compensation contractually agreed with said club competing in a non-European professional league, whichever is highest.

16. Entire Agreement

16.1. This Contract, including any exhibits hereto, contains the entire agreement between the Parties and supersedes all prior communications, whether oral or written, by either party. Any change has to be made in writing, dated and duly signed by both Parties and approved by Euroleague Basketball according to the above Article 15.4.

16.2. Any other written or oral agreement between the Parties, even if done through third parties or anyway in circumvention of this Article 16, shall be invalid, ineffective and unenforceable.

[Date and place of signature]

THE PARTIES

THE CLUB

THE PLAYER

LIST OF EXHIBITS

- A. SCHEDULE OF SALARY PAYMENTS
- B. FRINGE BENEFITS (optional)
- C. BONUSES (optional)
- D. RIGHT OF OPTION (optional)
- E. RIGHT OF FIRST REFUSAL (optional)

Exhibit D

RIGHT OF OPTION

1. Agreement

This Exhibit is an agreement attached to the contract signed by and between the Club [name of the Club] and the Player [name of the player] on [date of the contract] (hereinafter the "Contract"). If signed hereinbelow, this agreement is to be considered wholly binding as an integral part of the Contract.

2. Granting of the Right of Option and content of the proposal

2.1. Pursuant to Article 10, paragraph 2, of the Contract, the Player hereby grants the Club the Right of Option, according to which the Club has the right to accept the Player's proposal to hire him again under the following terms and conditions:

- Duration of the contract

The new contract will have a duration of from the end of the Contract until

- Compensation

For the rendering of the services and athletic activities provided by in the new contract, the Club shall pay the Player the total amount of _____ to be paid in ___ instalments, with the partial amounts, deadlines, and ways and means of payment to be specified in the Contract.

- Fringe benefits if any

The Parties agree on the following particular fringe benefits: [detail or not the fringe benefits such as car, mobile telephone, board and lodging or else]

The Parties hereby declare that the total gross value of the agreed fringe benefits amounts to _____.

- Bonuses if any

The Parties agree on the following bonuses to be paid in connection with the achievement of the following results:

.....
.....
.....

2.2. The Right of Option may be exercised by the Club at any time, but in any event no later than two months before the expiry of the Contract, by simple communication in writing sent to the Player's address, as specified in the Contract.

3. Remuneration for the Right of Option

- 3.1.** As a fee for the Right of Option granted by the Player, the Club shall pay to the Player an amount equal to 5% of the total compensation agreed in Article 4, paragraph 1, of the Contract.
- 3.2.** Said fee shall be paid within sixty days from the entering into force of the Contract.
- 3.3.** Without payment of the fee provided in the above Article 3.1, the present right of option shall expire and not be valid and effective between the Parties.

[Date and signatures]

Exhibit E

RIGHT OF FIRST REFUSAL

1. Agreement

- 1.1.** This Exhibit is an agreement attached to the contract signed by and between the Club [name of the Club] and the Player [name of the player] on [date of the contract] (hereinafter the "Contract"). If signed hereinbelow, this agreement is to be considered wholly binding as an integral part of the Contract.
- 1.2.** The definitions included in the Contract are equally applicable to this Exhibit.

2. Granting of the Right of First Refusal

- 2.1.** Pursuant to Article 10, paragraph 3, of the Contract, the Player hereby grants the Club the Right of First Refusal, according to which the Club has the right to meet any offer by other Clubs to hire the Player.
- 2.2.** The Right of First Refusal has to be exercised by the Club within a period of three months after the expiry of the Contract.

3. Duties of the Player

- 3.1.** As soon as contacted by another Club, directly or through his agent, the Player has the duty to inform immediately the offering Club of the Right of First Refusal assigned by him to his former Club.
- 3.2.** The Player has also the duty to inform immediately the Club of any offer received from other Clubs.

4. Shape and content of the offers

- 4.1.** Offers shall be in writing and duly dated and signed by both the legal representative of the offering Club and the Player.
- 4.2.** Offers shall include at least the duration of the contract and the compensation offered to the Player, quoting in detail the amount of the Player's remuneration, as well as bonuses (if any) and/or fringe benefits (if any) and their total gross value.

- 4.3.** Offers shall also include a declaration from the offering Club's legal representative to fully comply with the provisions set forth in the Euroleague Standard Player Contract.

5. Filing of the offer with Euroleague Basketball

- 5.1.** Any offer received by the Player has to be filed with Euroleague Basketball by the offering Club.
- 5.2.** Euroleague Basketball shall review the offer within five days from its receipt. In the event that the offer does not comply with the provisions set forth in the above Article 4, Euroleague Basketball shall re-send the offer to the offering Club for review.
- 5.3.** If the offer is in compliance, or once it is in compliance with the provisions established in the above Article 4, Euroleague Basketball shall send the offer to the Club without further delay.
- 5.4.** Within fifteen days from the receipt of the offer from Euroleague Basketball, the Club has the right to meet the offer and thus hire again the Player under the same terms and conditions established therein.

The Club shall communicate immediately in writing its resolution to Euroleague Basketball.

- 5.5.** If the Club does not answer or expressly declines to meet the offer within said deadline, by communication in writing to Euroleague Basketball, the offer shall be final and wholly binding for both the Player and the offering Club. The final contract shall be filed with Euroleague Basketball within the following twenty days.

6. Renewal of the Right of First Refusal

Provided that the time-limit set forth in the above Article 2, paragraph 2 is not yet elapsed, the Club may exercise again the Right of First Refusal if:

- The offer is withdrawn before the Club's related decision, or
- The final contract is not filed with Euroleague Basketball within the deadline fixed in the above Article 5, paragraph 5, or
- The final contract does not enter into force, irrespective of the reasons, or
- The final contract does not match the terms and conditions set forth in the offer previously submitted to the Club.

[Date and signatures]



APPENDIX III

STATISTICS CREWS MANUAL FOR THE EUROLEAGUE BASKETBALL COMPETITIONS

APPENDIX III

STATISTICS CREWS MANUAL
FOR THE EUROLEAGUE BASKETBALL COMPETITIONS

1. Introduction

- 1.1.** It is well known that statisticians' efforts are not always appreciated or mentioned. Instead of getting down and feeling disappointed, this situation must encourage statisticians to do their job even better and try to provide a strong, high-quality service recognised by all.
- 1.2.** The experience demonstrates that a good attitude and the strict following of the same routine procedure every game day are enough to provide high-quality service and gain the respect of other basketball groups.

2. Composition of the Statistics Crew

- 2.1.** The statistics crew will be composed of an undefined number of members who will be led by a statistics crew chief, who must speak and write fluent English. A maximum of three of these members will be allowed to work at the scorer's table during the games.
- 2.2.** A statistics crew chief will be appointed by the club or the company in charge of the official statistics service. The statistics crew chief will be the contact person between the club and the Company's Statistics and Systems Administration Department.
- 2.3.** Statistics crew chiefs must be reachable through email and mobile phone during the entire season. They will be responsible for providing the information regarding their mobile phone number, email account and Skype messenger username to the Company, and will add it to their personal profile on the EBI Statistics Workshop.

- 2.4.** The statistics crew chief will be in charge of taking care of the necessary equipment, the composition and training of the statistics crew, the relationship with the Company's Statistics and Systems Administration Department and the quality of the service.

3. Behaviour

The Euroleague Basketball statistics crew will attend the game wearing the appropriate clothing. The Company reserves the right to request the statistics crew to wear the official clothing that will be provided by either their club or the Company. The members of the statistics crew will address themselves to those who require their attention with respect, deserving the same treatment.

4. Pre-Season Statistics Meeting

- 4.1.** Prior to the commencement of each season, the Company's Statistics and Systems Administration Department will require all statistics crew chiefs to attend the Pre-Season Statistics Meeting at a place and time to be fixed by the Company. Attendance is compulsory.
- 4.2.** The statistics crew will pass an online statistics criteria test prior to the start of the season.
- 4.3.** The instructions given during the Pre-Season Statistics Meeting must be followed, in addition to any other instructions that may be established throughout the season by the Company's Statistics and Systems Administration Department, which will duly notify them.

5. EBI Statistics Workshop and Communication

- 5.1.** The Company puts one of the online EBI platforms, the EBI Statistics Workshop, at the disposal of the statistics crews as a communication tool together with the regular exchange of emails between them and the Company's Statistics and Systems Administration Department.
- 5.2.** Statistics crew chiefs must register on the EBI Statistics Workshop and keep their contact details (email account, mobile phone number and Skype username) updated throughout the season. Statistics crews must visit the EBI Statistics Workshop

site at least on a weekly basis to check any official communication or update concerning their duties.

The EBI Statistics Workshop URL address is:
<http://ebi.euroleague.net>

- 5.3.** The Company's Statistics and Systems Administration Department will post all its official communications to statistics crews on the EBI Statistics Workshop.

6. Hardware Requirements

The Company will inform every season about the technical requirements with which the statistics crew will have to work. Each club will provide their statisticians with the proper hardware (computer, printer, etc) to carry out their scouting tasks.

7. Software Requirements

- 7.1.** The software to be used during the season for statistics and communication purposes will be provided by the Company's Statistics and Systems Administration Department. This software will be available online on the EBI Statistics Workshop. It will be downloaded by those statistics crew chiefs registered, who will follow the guidelines established in the installation manuals available online on the EBI Statistics Workshop. Additionally, the other members of the statistics crew may download this software. The Company's Statistics and Systems Administration Department will provide any help required by the statisticians and will answer online or by telephone any questions or doubts that they may rise regarding the installation and/or use of the software.

- 7.2.** Additional documentation, statistical criteria and user guide material will be handed out during the Pre-Season Statistics Meeting, as well as throughout the season on the EBI Statistics Workshop.

8. Game Obligations

8.1. Before the Game

- 8.1.1. The statistics crew must arrive at the arena one hour before the scheduled tip-off time, and **immediately inform** the Company's Statistics and Systems Administration Department of their presence by Skype Messenger or phone.
- 8.1.2. If the statistics crew chief cannot attend a game, they must appoint a substitute, and contact the Company's Statistics and Systems Administration Department the day before the game to notify the name and contact details of this person during said game (email account, Skype Messenger and mobile phone number).
- 8.1.3. The statistics crew chief will inform the Euroleague Basketball delegate regarding the statistics crew composition and location, and will offer any help that the table officials may need. In the same way, the statistics crew chief will request the necessary information that the Euroleague Basketball delegate is able to provide (team rosters, referees, etc) and will also ask for the table officials' help when necessary.

8.2. Hardware

- 8.2.1. Power supply must be provided, and computers, printers and other devices (including but not limited to hubs and routers) must work properly.
- 8.2.2. The communication lines must work properly, and internet access must be available without fail. Wi-Fi networks are not permitted.
- 8.2.3. The statistics crew chief must inform the Company's Statistics and Systems Administration Department, by Skype Messenger or phone, regarding any incidents that may have occurred during the set-up.

8.3. During the Game

- 8.3.1. The only processes that have to be running on the machine are the internet connection and scouting tool (Skype Messenger also if the statistics crew do not have a computer running this tool next to them).
- 8.3.2. The statistics crew must constantly check the Skype window.
- 8.3.3. The statistics crew must remember to immediately inform the Company's Statistics and Systems Administration Department of any incident. These procedures may take time, so the end of a period, a time-out or half-time are good times for resolving problems.

8.4. After the Game

- 8.4.1. (**The most important thing**) **Immediately** after the game, the statistics crew chief must phone or send by Skype Messenger the official final result of the game to the Company's Statistics and Systems Administration Department.
- 8.4.2. The statistics crew must **make sure that the basic data is correct: final score, score per period, individual fouls, individual points and attendance**. They must compare each player's points and fouls in the box score with the points and fouls recorded on the scoresheet. If the box score information does not coincide with that of the scoresheet, the statistics crew chief must notify the Company's Statistics and Systems Administration Department in order to resolve it immediately following the end of the game.
- 8.4.3. The statistics crew must send the data gathered as explained in the User Manual to the Company's Statistics and Systems Administration Department.
- 8.4.4. The statistics crew **must wait for confirmation from the Company's Statistics and Systems Administration Department by Skype Messenger or phone before leaving the arena**.

- 8.4.5. If the Company's Statistics and Systems Administration Department identifies that the game statistics have not been recorded in accordance with the FIBA Statisticians Manual, the statistics crew will review the DVD recording of the game to correct the mistakes before sending the data as mentioned in Article 8.4.3 immediately following the conclusion of the game.
- 8.4.6. In the case described in Article 8.4.5, the statistics crew chief will request from the observer a DVD copy with the recording of the TV broadcast of the full game.
- 8.4.7. **The statistics crew chief must be available by phone for at least one hour after** the game is over.

9. Infringements

Any infringement of the instructions above may be considered as a minor infringement as stipulated in Chapter II Section I of the Euroleague Basketball Disciplinary Code.



APPENDIX IV

COMMON ACCOUNTING REGULATIONS

APPENDIX IV

COMMON ACCOUNTING REGULATIONS

IMPLEMENTATION PHASES I AND II

1. INTRODUCTION

The explanation and specification of homogeneous accounting criteria for all the participating clubs or those clubs which compete for a place in the Euroleague 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.

2. OBJECTIVES

We start from the basis that the Euroleague competition 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 international 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 Common Accounting Regulations.

3. 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:

- The Euroleague Basketball CEO.
- The President of the Financial Commission.
- Two members economically independent of and without any working relationship with the clubs, who will be appointed by the Euroleague Basketball CEO. These members must be experts of recognised prestige in finance and accounting. They must also know the particularities of basketball clubs.

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 December each season, a report about the documentation submitted by the clubs participating in the Euroleague determining whether they will be authorised to participate and/or apply for a licence in the next Euroleague season in the case that these clubs show signs of doubtful financing and poor economic feasibility.
- Deciding on conducting compliance audits of the clubs at any time, in order to ensure that they are fulfilling their obligations and that licences were correctly granted.
- 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.

- 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.

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

4. FINANCIAL AND ECONOMIC REGULATIONS

At first, the Company 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):

Going Concern: financial statements prepared on the assumption that the company is a going concern and will continue in operation for the foreseeable future;

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;

Consistency: the presentation and classification of items in the financial statements should be retained from one period to another;

Offsetting: assets and liabilities should not be offset;

Relevance: financial statements provide information that is relevant to the decision-making needs of users; and

Reliability: financial statements represent faithfully the result and the financial position of the Company 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 Company in those cases in which the local legislation does not establish the accounting criteria mentioned in the previous paragraph.

4.1. Implementation of the Financial and Economic Regulations

The implementation phases of the financial criteria are the following:

4.1.1. Phase I: In force since the 2005-2006 season

4.1.2. Phase II:

This Phase complements Phase I. The objective is to make possible the medium- and long-term goals proposed in Article 2 (Objectives).

a) 2012-2013 Closing Balance Sheet and P&L Account:

- The clubs must present the 2012-2013 Closing Balance Sheet and P&L Account before 30 September 2013.
- The 2012-2013 Closing Balance Sheet and P&L Account will follow the parameters included in Exhibit A.
- In the case that the 2012-2013 Closing Balance Sheet and P&L Account submitted by the clubs have not been audited, the clubs must also present the 2012-2013 Audited Final Annual Accounts before 2 December 2013.

b) 2013-2014 Budgeted P&L Account:

- The clubs must present the 2013-2014 Budgeted P&L Account before 30 September 2013.
- The 2013-2014 Budgeted P&L Account will follow the parameters included in Exhibit B.
- In addition, the clubs must present the update of the 2013-2014 Budgeted P&L Account before 30 January 2014. This update will highlight any changes that can affect the 2013-2014 Budgeted P&L Account, which was submitted before 30 September, or the financial position of the club.

c) Outstanding Debts and/or Payments:

- The clubs must also prove that they do not have any debt derived from the contracts entered into with their employees (players, coaches, administrative staff...) as well as debts with the fiscal authorities.

- According to what is described in the previous paragraph, it must also be proved that there are no outstanding payments with reference to player transfers made during the season that is being analysed.

In the case that any of the situations described in the two previous paragraphs does not take place, an ALTERNATIVE WRITE-OFF PLAN must be presented in order to face this situation. This alternative write-off plan will use financial instruments such as the possible deduction of the amount corresponding to the economic distribution of the season and the execution of the bank guarantee submitted by the clubs.

5. CANCELLATION OR SUSPENSION OF A LICENCE CONTRACTS AND PARTICIPATION REQUIREMENTS FOR B OR C LICENCE CONTRACTS

From a financial point of view, an A Licence may be cancelled or suspended or a club may not have the right to participate in the Euroleague (B or C Licence) 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 outstanding debts (non-fulfilment of the payment deadline) derived from transfer activities with other clubs participating in the competitions organised by EP.
- c) If the club has any outstanding debts with players.
- d) If the club has been formally declared bankrupt or insolvent by a competent body in its home country or has entered into liquidation or dissolution.
- e) If the final Annual Accounts presented by the club have not been audited.

The circumstances stated in b) and c) will not be cause of cancellation, suspension or non-participation if an alternative write-off plan or a debt recovery plan is agreed and signed between the parties involved. Said circumstances will only be cause of cancellation, suspension or non-participation 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 assets
 - 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 fixed assets.** The repayment period (elapsed and remaining period) must be included in each category.

- 7. Financial investments** (*in associated companies and other related parties, other loans, deposits, securities, etc.*).
- 8. Other items.** The items of a relative importance in their accounting records must be mentioned.

EXHIBIT B **P&L ACCOUNT**

ITEMS TO SPECIFY IN THE P&L ACCOUNT:

Revenues

Turnover

- **Ticket sales.** The ticket sales of the Euroleague must be separated from those corresponding to the National Championship, season tickets and other competitions in which the club may participate, friendly games, etc.
- **Merchandising and catering.** Total revenues from merchandise sales must be separated from the revenues from catering services at the arena.
- **Advertising.** Amount corresponding to the revenues from advertising during the season (see Note 1 enclosed).
- **Sponsorship.** Amount corresponding to the revenues obtained by the sponsor or sponsors of the club. If there is more than one sponsor, their name, business sector and sponsorship amount will be detailed.
- **Euroleague audiovisual rights**
- **Other TV broadcasts**
- **Revenues from the public sector** (see Note 2 enclosed)
- **Transfers.** Player transfer fees, etc.
- **Other revenues.** The clubs must detail all sources of revenues above 100,000 euros each.

Other Operating Income

- **Non-professional and youth competitions**
- **Third-party contributions** (owners, shareholders, etc)
- **Other income.** The clubs must detail all sources of income above 100,000 euros each.

Extraordinary Revenues

- **Extraordinary revenues.** This item must include a note.

Loss of the Season

Expenses

Operating Expenses

- **Staff expenses.** The item of salaries must be divided into salaries of the players, coaches and technical staff and salaries of the remaining staff (see Note 3 enclosed).

- **Overheads.** In this item, the expenses related to the maintenance of the arena must be separated from the other overheads (*cost of material*).
- **Competition expenses.** This item must include the officiating expenses (Euroleague expenses will be separated from those corresponding to the National Championship), licence expenses, etc.
- **Merchandising and advertising**
- **Transfers.** Player transfer fees. Fees paid to the clubs and agents. This item must be specified per club/player.
- **Travel expenses.** The trips (flight tickets, accommodation...) corresponding to the Euroleague competition will be separated from the other competitions in which the club participates.
- **Financial expenses** (see Note 4 enclosed)
- **Tax-related expenses** (see Note 5 enclosed)
- **Depreciations and write-offs.** Player assets (if they appear as amortisable assets), tangible fixed assets, financial investments, intangible fixed assets.
- **Other expenses** (see Note 6 enclosed)

Extraordinary Expenses

- **Extraordinary expenses** (see Note 6 enclosed)

Profit of the Season

ENCLOSED NOTES

1. **Advertising.** If it is contracted per game, the amount corresponding to the Euroleague 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. **Staff expenses.** The top salary (the highest one) must be specified and must be shown separately with all bonuses and game premiums.
4. **Financial expenses.** The reason for these expenses must be specified (loan for renovation, financing of future revenues...).
5. **Tax-related expenses.** The applicable percentage of the corporate tax must be specified.
6. **Other expenses and extraordinary expenses.** The origin of these expenses must be mentioned.



APPENDIX V

DRAW CRITERIA AND PROCEDURE

APPENDIX V**REGULAR SEASON DRAW CRITERIA AND PROCEDURE****Group Draw**

The draw will be held according to seeds.

- The 23 directly qualified teams will be divided into six seeds with four teams in each, in accordance with the Club Ranking described in the Euroleague Basketball Club Licensing Rules.
- 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 Final. 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 three teams will be 6 Seeds. The team coming from the Qualifying Rounds will also be a 6 Seed.

Group Draw Restrictions

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 coming from 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 same Seed drawn, taking into consideration any restrictions.
- In the Regular Season, the 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 as long as is materially possible.
- 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 allow all restrictions to be respected and 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 match-ups 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 6
Round 2	A-F	B-E	C-D	Round 7
Round 3	F-D	E-C	A-B	Round 8
Round 4	F-B	C-A	D-E	Round 9
Round 5	E-F	A-D	B-C	Round 10

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

- Specific letters will be allocated to the teams participating in the Euroleague Opening Game.
- Teams playing in the same city/arena: 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.

QUALIFYING ROUNDS DRAW CRITERIA AND PROCEDURE

The Qualifying Rounds will consist of three rounds, (QR1, QR2 and QR3).

Qualifying Rounds

- There will be a seeded draw, placing teams into an eight-team bracket. Teams will be separated into four seeds according to the Club Ranking described in this appendix. Teams entering the draw following a renouncement will be seeded according to the Club Ranking described in the Euroleague Basketball Club Licensing Rules. The teams that have been granted a Wild Card by the General Assembly will be seeded above the rest of the teams.

Procedure

- The draw will be conducted with four different urns. One of the urns will have the 1 Seeds, the next the 2 Seeds, the next the 3 Seeds, and the last urn the 4 Seeds
- The 1 Seeds will be drawn first. As teams are drawn, they will be placed directly in the next available spot for a 1 Seed in each bracket. This will continue until both 1 Seeds have been drawn.

The 2 Seeds will be drawn next. As teams are drawn, they will be placed directly in the next available spot for a 2 Seed in each bracket. This will continue until both 2 Seeds have been drawn.

- The 3 Seeds will be drawn next. As teams are drawn, they will be placed directly in the next available spot for a 3 Seed in each bracket. This will continue until both 3 Seeds have been drawn.
- The 4 Seeds will be drawn next. As teams are drawn, they will be placed directly in the next available spot for a 4 Seed in each bracket. This will continue until both 4 Seeds have been drawn.

Bracket

- The four winning teams in Qualifying Round 1 will proceed to Qualifying Round 2, and will face the next opponent in the bracket. The two winning teams in Qualifying Round 2 will proceed to Qualifying Round 3, and will face the next opponent in the bracket. The winning team in Qualifying Round 3 will proceed to the Euroleague Regular Season.





APPENDIX VI

CRITERIA REQUIRED FOR REPORTING ATTENDANCE

APPENDIX VI**CRITERIA REQUIRED FOR REPORTING ATTENDANCE**

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 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.



APPENDIX VII

ATTENDANCE REPORTING FORM

EUROLEAGUE ATTENDANCE REPORTING FORM

For further information in regards to the FORM please send an email to Luca Scafati at luca.scafati@euroleague.net

<https://events.euroleague.net/attendance/index.do>

GAME NUMBER _____

Home Team: _____

Arena Name: _____

Arena Capacity: _____

Visiting Team: _____

Day of the Week: _____

Date: _____

Time: _____

Competition:	DC	EL	DC	Domestic Championship
	RS <input type="checkbox"/>		RS <input type="checkbox"/>	EL Euroleague
	PO <input type="checkbox"/>		T16 <input type="checkbox"/>	RS Regular Season
			PO <input type="checkbox"/>	T16 Top16
				PO Playoffs

Home Team W/L Record: ⁽¹⁾

DC	_____	%
EL	_____	%

Visiting Team W/L Record:

DC	_____	%
EL	_____	%

		# (a)	€ (b)	Taxes (c)	Net Gate Receipts (a) = (b) - (c)
Paid	Full Season Tickets (e)				
	Full Season - General Seating				
	Full Season - Premium Seating (f)				
	TOTAL				
	Ticket Packages (g)				
	General Seating				
	Premium Seating				
	TOTAL				
	Groups (h)				
	General Seating				
	Premium Seating				
	TOTAL				
	Single-Game Tickets				
	€0-20				
	€21-40				
	€41-80				
	>€81				
	Premium				
	TOTAL				
Complimentary	Tickets				
	General Seating				
	Premium Seating				
	Commercial (i)				
	TOTAL				
	TOTAL ⁽²⁾		0,00	0,00	0,00
	No-Shows (j)				
	Turnstile (k) (Total - No-Shows)	⁽³⁾			

Approved by the club: _____

Notes:

- (a) Number of tickets.
- (b) Revenues from ticket sales before taxes in euros (or local currency).
- (c) Amount of taxes corresponding to ticket sales.
- (d) Net revenues from ticket sales.
- (e) All games including Regional League, Domestic League and Euroleague Basketball (Euroleague/Eurocup) games.
- (f) Seats including additional services and benefits, such as courtside seats, club seats, suites and loge boxes.
- (g) Multiple-game packages (more than two games per package).
- (h) Groups comprised of more than 10 people.
- (i) Number of tickets for sponsors as per contract or bartering agreement.
- (j) Number of tickets distributed for the game that are not used (number of people with tickets who do not attend the game).
- (k) Number of people attending the game in the arena.



APPENDIX VIII

EUROLEAGUE
CORPORATE IMAGE MANUAL

Identity Reproduction

Logo Structure

To have a common vocabulary about identities, the following are the most often used terms when dealing with Turkish Airlines Euroleague media and messaging:

The Symbol

The abstract visual that identifies Turkish Airlines Euroleague is the symbol.

It is often referred to as the “E-Ball.”

The Logotype

The custom-drawn “Turkish Airlines Euroleague” is the logotype.

The Lock-Up

The symbol and logotype are used together to form the lock-up.

The horizontal lock-up is the preferred logo treatment for Turkish Airlines Euroleague. When the horizontal treatment is not practical for your graphic requirements, the secondary vertical lock-up may be used.

During the introductory period of the new identity, it is imperative the full name and lock-up be used to foster brand recognition.

Do not use the E-Ball symbol without the logotype. This is only permissible when approved by the Company under extraordinary circumstances.

Always use “Turkish Airlines Euroleague” and never just “Euroleague.” This is only permissible when approved by the Company under extraordinary circumstances.

Primary – Horizontal Lock-Up



Symbol

Logotype

Secondary – Vertical Lock-Up



The E-Ball Symbol

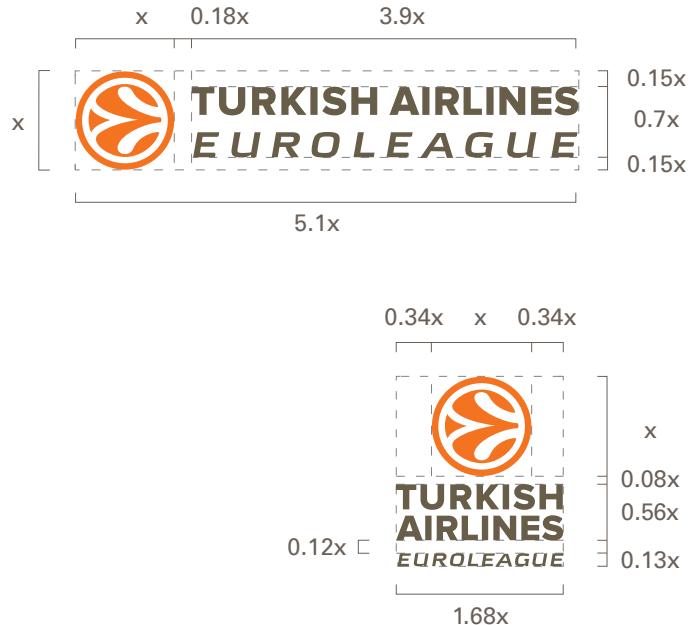


Logo Structure and Clear Space

Logo Structure

Each component is a critical piece of the logo and must keep the same ratio with the others.

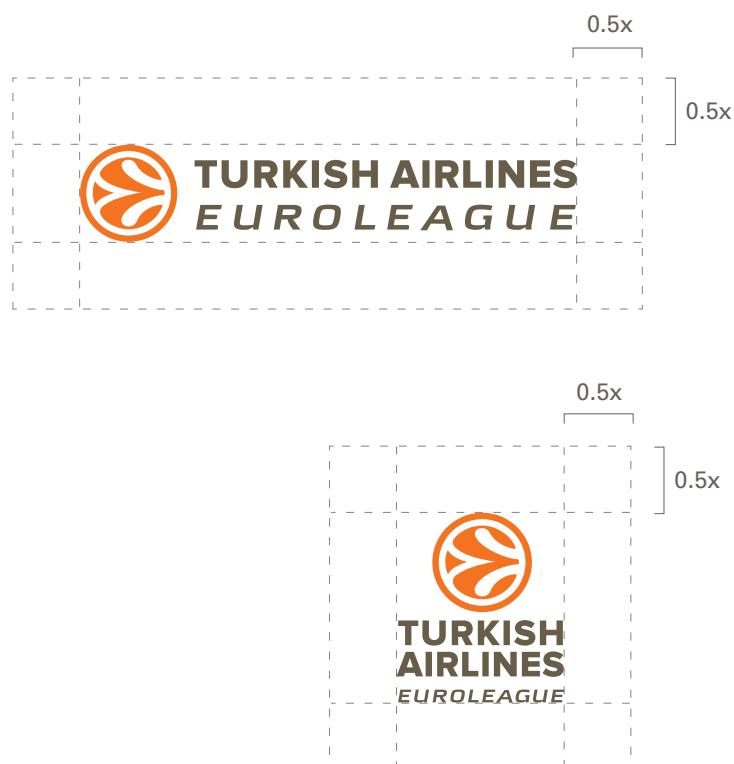
An “x-height” is provided as a means of calculating the correct size, proportion, and position of elements within the logo. The x-height for the Turkish Airlines Euroleague logo is equivalent to the height of the E-Ball symbol.



Minimum Clear Space

Always maintain the minimum clear space around the logo to preserve its integrity. The Turkish Airlines Euroleague logo must never appear to be linked to or crowded by photographs or graphic elements.

The x-height determines the appropriate amount of clear space around the logo at all sizes. This must be the equivalent of 0.5x and equal on all sides.



Minimum Size Requirements

Minimum Size

To ensure the integrity of the Turkish Airlines Euroleague logo, it 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.

Print



20 mm Wide



12 mm Wide

Screen



TURKISH AIRLINES
EUROLEAGUE

113 pixels or 40 mm Wide



50 pixels or 18 mm Wide

Identity Variations

Logo Artwork

There are several varieties of the Turkish Airlines Euroleague logo. Choose the logo that is most appropriate and clearly visible on the required background. Each logo version is displayed below and listed with corresponding file names.



el_PMS_horiz
el_CMYK_horiz
el_RGB_horiz



el_PMS_REV_horiz
el_CMYK_REV_horiz
el_RGB_REV_horiz



el_1c_horiz
el_1c_rev_horiz



el_PMS_horiznofill
el_CMYK_horiznofill
el_RGB_horiznofill



el_PMS_REV_horiznofill
el_CMYK_REV_horiznofill
el_RGB_REV_horiznofill



el_1c_REV_horiz
el_1c_rev_horiz



el_PMS_vert
el_CMYK_vert
el_RGB_vert



el_PMS_REV_vert
el_CMYK_REV_vert
el_RGB_REV_vert



el_1c_vert
el_1c_rev_vert



el_PMS_vertnofill
el_CMYK_vertnofill
el_RGB_vertnofill



el_PMS_REV_vertnofill
el_CMYK_REV_vertnofill
el_RGB_REV_vertnofill



el_1c_REV_vert
el_1c_rev_vert

Identity Variations

Two-Colour Options, Primary Logo



PMS 1655 and PMS 405

Primary Logo — Horizontal, no fill

For use on a white background. This is the preferred logo/background combination for Turkish Airlines Euroleague.



PMS 1655 and PMS 405

Primary Logo — Horizontal, with fill

For use on light background colours. The interior of the E-Ball symbol is filled with white for an added contrast.



PMS 1655 and White

Primary Logo — Horizontal, reverse

For use on practical applications where a brand contrast is essential, such as backboards or other dark backgrounds.



PMS 1655 and PMS 405 at 50%

Primary Logo — Special usage

For more sophisticated applications where style is a consideration and a dark background is required, such as apparel or promotional gifts.

One-Colour Options, Primary Logo



Reverse Logo on black or other colours/images that provide an acceptable contrast.



Black.

Two-Colour Options, Secondary Logo



PMS 1655 and PMS 405
Secondary Logo — Vertical, no fill
For use on a white background.



PMS 1655 and PMS 405
Secondary Logo — Vertical, with fill
For use on light background colours.
The interior of the E-Ball symbol is filled
with white for an added contrast.



PMS 1655 and White
Secondary Logo — Vertical, reverse
For use on practical applications where
a brand contrast is essential.

One-Colour Options, Secondary Logo



Reverse Logo on black or other
colours/images that provide an
acceptable contrast.



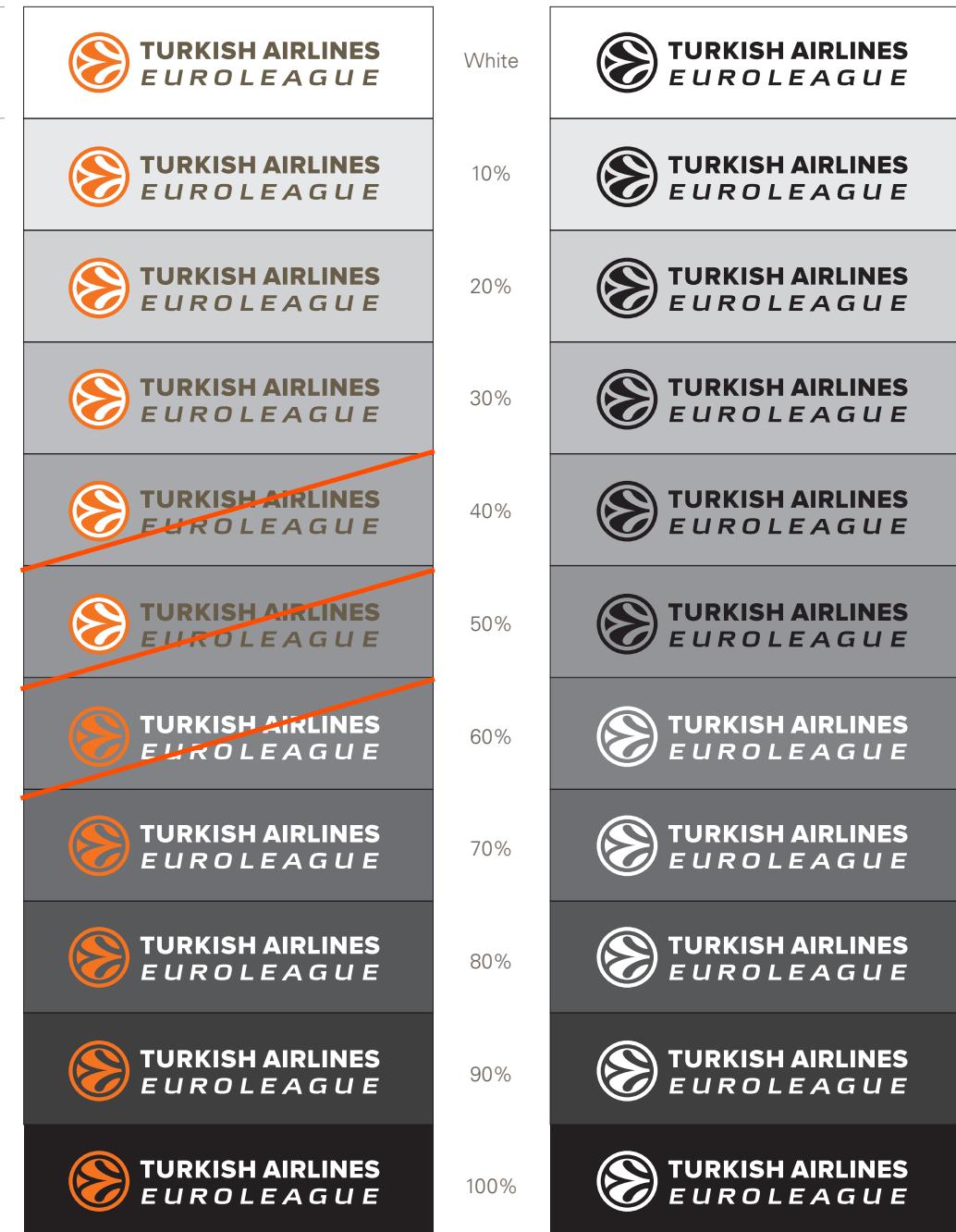
Black.

Contrast Recommendations

Logo on Different Grey Tones

For the most effective colour usage, check the diagrams below. For light backgrounds (0-30%), use the primary logo with white fill. For black or dark grey backgrounds (70-100%), use the logo with reverse white text and no fill. If the logo lacks contrast against the background (40-60%), use the one-colour version instead to ensure maximum legibility.

The horizontal logo on a white background is the preferred treatment

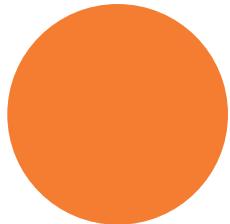


Colour Palette

Approved Turkish Airlines Euroleague Colours

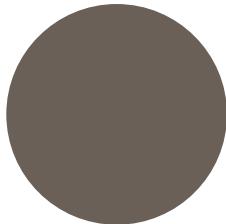
It is important that Turkish Airlines Euroleague maintains a consistent appearance of identity and all visual communications across various media types and materials. Using colours consistently in all communications will strengthen brand recognition, create impact and help differentiate information.

Primary Colours



Euroleague Orange

Pantone 1655
C:0 M:68 Y:100 K:0
R:255 G:108 B:0



Euroleague Grey

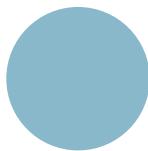
Pantone 405
C:0 M:10 Y:33 K:72
R:80 G:70 B:60

Secondary Colours



Dark Blue

Pantone 7463
C:100 M:45 Y:0 K:65
R:27 G:57 B:90



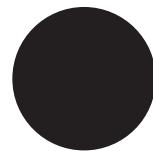
Light Blue

Pantone 550
C:40 M:0 Y:0 K:20
R:97 G:149 B:177



Grey 50%

Pantone 405 at 50%
C:0 M:5 Y:15 K:35
R:170 G:165 B:150



Black

Black
C:0 M:0 Y:0 K:100
R:0 G:0 B:0

Background Guidelines

Print and Web Applications

Background colours and images can easily overpower or compete with the Turkish Airlines Euroleague brand.

The preferred treatment of the Turkish Airlines Euroleague brand is the two-colour horizontal logo on an open, white background.

For added flexibility, a logo version is available where the interior of the E-Ball symbol is filled with white. This version must be used on light, neutral background colours.

If the logo must be placed on a dark background, you may use the reverse version of the logotype. Or use the appropriate one-colour adaptation of the logo (see Contrast Recommendations page).

The logo may only be placed on a background image or pattern if there is sufficient contrast to distinguish the logo from outside elements. This treatment is not recommended.

Correct Usage



White is the preferred background colour for the logo



The logo with white fill must be used on appropriate, light background colours



The reverse (white) version of the logotype must be used when placed on dark colours



Always position the logo on an image in a way that maintains its legibility

Incorrect Usage



Never use the primary logo (no fill) on a colour other than white



Never use on a background that renders it unreadable



Never use on a background colour that renders it unreadable



Never use the logo on an image in a way that renders it unreadable

Broadcast Usage

Broadcast Applications

With the competing background elements of live footage, a broadcast version of the logo must always be used.

A white version or colour version of the broadcast logotype may be used.

Correct Usage



Always use the correct broadcast version of the logo: Two-colour, reverse logotype, no fill



The one-colour reverse logo is acceptable for broadcast



The one-colour reverse logo may be a screened value of white

Incorrect Usage



Never use the reverse logo with white fill. Orange and white do not have enough contrast



Never use the one-colour black logo



Never use a screened value of the two-colour logo



Never use the E-Ball symbol alone. It must be shown with the Turkish Airlines Euroleague logotype

Unacceptable Uses

Unacceptable Use Examples

Always use the original Turkish Airlines Euroleague logo artwork. It must never be edited, recreated, or combined with other graphic or typographic elements. Below are some examples of unacceptable usage:

Never substitute the type in the logo



Never alter the colours in the logo



Never use the one-colour logo in a colour other than black or white



Never change the size ratio or positioning of the logo elements



Never use the horizontal lock-up to create a vertical lock-up



Never flip or reposition elements of the logo



Never resize any portion of the logo or logotype



Never add words to the logotype



Never omit words from the logotype



Never enclose the logo in a border



Never tilt the logo



Never stretch, squeeze or skew the logo



Never add effects such as bevels, textures, or drop shadows



Never create outlines around any part of the logo



Never use a screened version of the two-colour logo



Never fill the interior of the E-Ball symbol with black



Never omit the outer ring of the E-Ball symbol



Never reverse elements in the logo



Never scan or redraw the logo from existing materials



Never use the E-Ball symbol as a bullet or other graphic device



Never make the logo smaller than the stated minimum size



Typography

	<p>Verdana</p> <p>A consistent typographic style is essential to create a memorable identity, and also minimises visual brand confusion. It is important that all Turkish Airlines Euroleague communications be set in the specified type faces.</p> <p>Verdana is available in several weights and styles. It is used for headlines, subheadlines and text in most Turkish Airlines Euroleague communications, including memos, press releases, advertising and collateral.</p>
---	---

abcdefghijklmnoprstuvwxyz
ABCDEFGHIJKLMNPQRSTUVWXYZ
1234567890\$%&(.,:;#!?)

VERDANA REGULAR

abcdefghijklmnoprstuvwxyz
ABCDEFGHIJKLMNPQRSTUVWXYZ
1234567890\$%&(.,:;#!?)

VERDANA BOLD

This type family includes: VERDANA Regular, VERDANA Regular Oblique, VERDANA Bold, VERDANA Bold Oblique.

Do not use VERDANA Condensed or Extended families for any Turkish Airlines Euroleague communications.

SAMPLE BODY TEXT

Lor ing elis nosto eui ea con volortinibn ex ea faccum zzriusc riptnum irilis atio doluptat. Lore facipitlutpat, quatie minim in ea feumdolessequi ea faci blaore tio adiamero odipisi. Duismolor si bla auguero ex eufacidui blam dio ad doloreetamconumsan henit ilis eliquatemolorem il inciliqui sim nonsectemod eiuscin henim acum. Vullametum vel eummole sendio.

Commod tisis ero er sum diam adit vel dolorperiure commolor adigni malit lupptatue veleniat, quamet, quamcon hender molor sectet esentaccum quat, cor aliqua met prat. Lore ming eugait velenis odolestrudtet nullan henderos nos nonsequisnonse velit doloreet et la acincingetuer adignit dio et utpat. Utdolutpat. Ut acil dit nummy nisaliquisl erit praesent pratet.



APPENDIX IX

MEDIATION REGULATION

APPENDIX IX**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 and/or of a mediator appointed by him, with a view to settling amicably an international dispute related to the hiring and transfer of a player or coach. Any final settlement needs the agreement of all clubs 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 of different nationality registered for the Euroleague or the Eurocup arising out of or in connection with the hiring and transfer of one player or coach, the clubs and the player or coach concerned 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. Any other club not registered for the Euroleague or the Eurocup may accept on a voluntary basis to submit to these amicable settlement proceedings. These proceedings are not applicable to purely national disputes and may not affect the rights of third parties.
3. Any club commencing Mediation proceedings pursuant to this Regulation shall send to the Euroleague Basketball office a written Request for Mediation, which shall include:
 - a) The names of the parties to the dispute and of the player or coach concerned, and the name, addresses, telephone and fax numbers, 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 with the player or coach upon which the requesting club relies;
 - d) A copy of any relevant document, and in particular of the denial of letter of clearance, if any.

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 annexing any relevant document. The Company will promptly communicate copies thereof to all other parties.
5. The Euroleague Basketball CEO may at any time appoint, revoke or replace a mediator of his choice, who shall be his delegate and shall 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, clubs in dispute are authorised to 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 clubs in dispute must request the relevant FIBA bodies to suspend shortly the decision process due to the on-going settlement negotiations between the concerned parties.
7. The Euroleague Basketball CEO or the appointed mediator, with a view to keeping friendly relations between European clubs:
 - a) Will advance the mediation without any formality and as expeditiously and effectively as possible;
 - b) Will facilitate discussion of the issues by the parties and promote the settlement of the dispute in any manner that he believes to be appropriate;
 - c) May adopt any procedural resolutions, make any suggestions or propose any solutions he deems appropriate;
 - 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 settlement or solution of the dispute.

8. Each party shall take part in the Mediation proceedings and negotiate with any other party in good faith and with the utmost fairness and sportsmanship. Each party shall cooperate in good faith with the Euroleague Basketball CEO and with any appointed mediator and shall behave so as to facilitate and expedite the performance of his mandate. In particular, each party must attend any meeting called by the Euroleague Basketball CEO or the appointed mediator, sending a representative having the powers to sign a settlement agreement. The Mediator and the parties should use their best efforts to terminate the mediation proceedings within ten days, with or without a settlement.
9. The Mediation proceedings shall be confidential. The Euroleague Basketball 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 shall 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 shall not rely on, nor introduce as evidence in any federation proceeding 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 Euroleague Basketball CEO or by the appointed mediator;
 - d) The fact that a party had or had not indicated willingness to accept a proposal.
10. 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 shall be terminated:
 - a) By the signing of a settlement agreement by the parties concerned;
 - b) By a written communication to the parties by the Euroleague Basketball 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 Euroleague Basketball 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 Euroleague Basketball 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 shall 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 such 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 Euroleague Basketball CEO or the appointed mediator may issue a statement informing the Disciplinary Judge of any past or present conduct which, in his opinion, is in breach of the present Mediation Regulation or of any other regulation, rule or agreement or which, 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 applicable Disciplinary Code. The refusal to take part in the mediation proceedings and the breach of the settlement agreement shall be always considered as serious infringements.
13. The mediation proceedings shall be free. Each party will pay its own costs.



APPENDIX X

EUROLEAGUE
TV BROADCASTING MANUAL

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APPENDICES ARE NOT INCLUDED



INTRODUCTION

1.1. General Concept

Euroleague Properties S.A., or any of its relevant permitted successors or assignees (hereinafter "EP"), is the limited liability company, controlled by Euroleague Commercial Assets S.A. (hereinafter "ECA"), responsible for managing and organising the Turkish Airlines Euroleague, as well as for commercialising the properties of this competition (to deal with the promotion and development of the commercial activities linked to the Turkish Airlines Euroleague), in accordance with what is established in the Bylaws.

EP may designate a company (hereinafter the "Company"), controlled by ECA, as the body responsible for the management and administrative organisation of the Turkish Airlines Euroleague in accordance with what is established in the Bylaws.

EP believes that TV is the most important medium for communicating the image of the Turkish Airlines Euroleague and its brand. EP is committed to improving the quality of its TV productions and, ultimately, ensuring that there is consistency, at a high-quality level, across all countries and for all game productions. EP believes this is an imperative that cannot be ignored and, indeed, must be vigorously pursued.

The clubs form partnerships with the Company and the Euroleague Host Broadcasters (hereinafter "Host Broadcasters") form partnerships with the Company as well. This is a big opportunity to provide the competition with worldwide exposure.

In that spirit, all Euroleague Rights Holders (hereinafter "Rights Holders") agree to deliver the TV productions in order to meet the guidelines of the Euroleague TV Broadcasting Manual as minimum criteria for the TV productions of the games.

1.2. Use of the Euroleague TV Broadcasting Manual

The Euroleague TV Broadcasting Manual gives the Euroleague Host Broadcasters an overall introduction to the Turkish Airlines Euroleague competition and the operational and production procedures that must be followed when producing Turkish Airlines Euroleague games.

The manual shows the correct implementation of TV standards.

The Turkish Airlines Euroleague competition format and other relevant information can be accessed at: www.euroleague.net

All necessary information is also available on the Euroleague FTP server and ENS website (ENS is the official Euroleague news distribution service website. Through the ENS program you will be able to access all necessary Euroleague content. For more information please refer to Section 9).

For any questions about the use of this Manual, please contact the Company's TV and New Media Rights Department at the addresses provided in the Contact Details.

GENERAL INFORMATION

2. GENERAL INFORMATION

2.1. Turkish Airlines Euroleague Identity

The Turkish Airlines Euroleague broadcasting identity represents a unique and valuable platform, bringing the brand to life and devotion in this European basketball competition.

The official name of the competition is: 2014-2015 Turkish Airlines Euroleague.



The Turkish Airlines Euroleague identity only accepts the official logo structures represented in the Corporate Image Manual.

2.2. Host Broadcaster General Obligations

The Host Broadcaster will never interrupt a live or delayed broadcast of a game (except during intervals of play between periods or time-outs).

The Host Broadcaster will assume the following minimum broadcasting obligations:

- a)** All games of the competition, with the participation of teams from the territory (home and away) throughout the Regular Season, Top 16 and Playoffs.
- b)** The four final games of the competition (currently played as the Turkish Airlines Euroleague Final Four) including the parallel events (International Junior Tournament Final, Awards Ceremony, press conferences and others).
- c)** Host Broadcasters must provide a 16:9 HD international feed following the official Euroleague Running Order for all games produced.
- d)** The official draws of the competition.

Regarding the broadcast of games, the Host Broadcaster agrees to promote the Turkish Airlines Euroleague in the following manner:

- a)** Informing spectators regarding the evolution of the competition during news and sports programmes.
- b)** The Host Broadcaster will produce, at its expense, and air, a minimum of 20 promotional announcements over the course of five days prior to each game to be broadcast, encouraging its viewers to watch the following game. The Host Broadcaster will provide the Company with written affidavits showing evidence that all promotional announcements were aired. Promotional announcements may air on the same station that will air the games, or on affiliated stations that are owned and operated by the Host Broadcaster or Euroleague Rights Holder (hereinafter "Rights Holder"), and must contain specific reference to the opponents, the day and time of the broadcast and must refer to the competition as "the Turkish Airlines Euroleague".
- c)** The Host Broadcaster and/or Euroleague Rights Holder will make all possible efforts to provide, at no cost to the Company, the following research information:
 - A weekly complete audience report to the Company's TV and New Media Rights Department. Audience figures for the broadcast of each game that is broadcast (quarter hour averages, peak audience levels) in absolute (thousands) terms, ratings and share points.
 - The universe (potential total audience) for the broadcast of each game, including current subscriber counts and the calculation of those subscriber counts as a percentage of all TV households in the territory.

All this data will be first class independent industry standard research data at the same level of quality as that supplied to and used by advertisers, sponsors and the media buying industry generally.

The Host Broadcaster will use its reasonable endeavours to promote the Turkish Airlines Euroleague in order to achieve the maximum possible audience for the live and delayed broadcasts.

The Host Broadcaster will not authorise or permit any sponsor, advertiser or third party to broadcast or use any game footage, or any of the Euroleague trademarks, in any medium.

The Host Broadcaster will undertake to broadcast, live, a minimum of 35 Turkish Airlines Euroleague games during the licence period.

2.3. Competition Format

The Turkish Airlines Euroleague competition consists of five phases. It starts with the Qualifying Rounds on 23 September. The Qualifying Rounds consist of one eight-team single-game elimination tournament, and the winner advances to the Regular Season.

The Regular Season is currently organised into four groups of six clubs each, for a 10-game, 10-week Regular Season, with each team playing the other five teams in their group home and away. At the end of the 2014-2015 Regular Season, while the top four teams from each Regular Season group move on to the Top 16, the rest of the teams will not "rest" as in the past, but will participate in the Eurocup competition in compliance with the Eurocup Regulations.

This means that the rights of the teams eliminated from the Turkish Airlines Euroleague will be returned to the different teams, as these teams will move on to the Eurocup, and the situations of all broadcasters will be renegotiated.

Then, a 14-game, 14-week Top 16 phase is held, with two groups of eight teams each and with each team playing the other seven teams in their group home and away.

The Top 16 phase is followed by the top eight teams qualifying to play in a Playoffs phase, featuring four best-of-five playoff series.

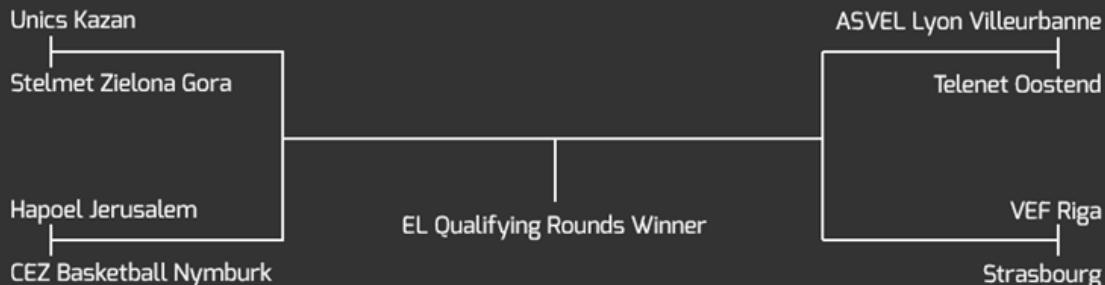
Finally, this is followed by the top four teams qualifying to play in the Turkish Airlines Euroleague Final Four on 15-17 May 2015 in Madrid, which is played as a single-elimination tournament featuring two Semifinal games and the winners playing for the Turkish Airlines Euroleague Championship Game (and the losers playing for the Third Place Game).

2014-15 TURKISH AIRLINES EUROLEAGUE COMPETITION SYSTEM

QUALIFYING ROUNDS

Qualifying Rounds will be played from September 23 to 26

Eight teams participating in a single-venue tournament format.
The winning team advances to the Turkish Airlines Euroleague regular season.



REGULAR SEASON

Regular season will be played from October 16 to December 19, 2014

24 teams divided into four groups (A, B, C, D) of six teams each.

Round-robin format, for a total of 10 games played by each team.

Best four teams from each group advance to the Top 16.

GROUP A

Real Madrid
Anadolu Efes Istanbul
Zalgiris Kaunas
Nizhny Novgorod
Dinamo Banco di Sardegna Sassari
EL QR Winner

GROUP C

FC Barcelona
Panathinaikos Athens
Fenerbahce Ulker Istanbul
EA7 Emporio Armani Milan
FC Bayern Munich
PGE Turow Zgorzelec

GROUP B

CSKA Moscow
Maccabi Electra Tel Aviv
Unicaja Malaga
ALBA Berlin
Cedevita Zagreb
Limoges CSP

GROUP D

Olympiacos Piraeus
Valencia Basket Club
Laboral Kutxa Vitoria
Galatasaray Liv Hospital Istanbul
Crvena Zvezda Telekom Belgrade
Neptunas Klaipeda

TOP 16

Top 16 will be played from December 30, 2014 to April 10, 2015

16 teams divided into two groups (E, F) of eight teams each.
 Group composition based on regular season results (without draw).
 Round-robin format, for a total of 14 games played by each team.
 Best four teams from each group advance to the Playoffs.

GROUP E

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

GROUP F

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

PLAYOFFS

Playoffs will be played from April 14 to 28, 2015

8 teams play best-of-five series.
 Series winners advance to the Final Four.

PLAYOFF A

1st Place Group E
 vs.
 4th Place Group F

PLAYOFF C

1st Place Group F
 vs.
 4th Place Group E

PLAYOFF B

2nd Place Group F
 vs.
 3rd Place Group E

PLAYOFF D

2nd Place Group E
 vs.
 3rd Place Group F

2015 TURKISH AIRLINES EUROLEAGUE FINAL FOUR IN MADRID, SPAIN

Final Four will be played from May 15 to 17, 2015

Single-elimination matchups.
 Semifinals on Friday, Title Game on Sunday.

SEMIFINAL A

Winner Playoff A
 vs.
 Winner Playoff B

SEMIFINAL B

Winner Playoff C
 vs.
 Winner Playoff D

TURKISH AIRLINES EUROLEAGUE CHAMPIONSHIP GAME

Winner Semifinal A
 vs.
 Winner Semifinal B

2.4. Competition Calendar

Qualifying Rounds Game Dates	
QR Quarterfinals	23/24 September 2014
QR Semifinals	25 September 2014
QR Final	26 September 2014

Regular Season Game Dates	
Round 1	16/17 October 2014
Round 2	23/24 October 2014
Round 3	30/31 October 2014
Round 4	6/7 November 2014
Round 5	13/14 November 2014
Round 6	20/21 November 2014
Round 7	27/28 November 2014
Round 8	4/5 December 2014
Round 9	11/12 December 2014
Round 10	18/19 December 2014

Top 16 Game Dates	
T16 Round 1	30 December 2014/ 2 January 2015
T16 Round 2	8/9 January 2015
T16 Round 3	15/16 January 2015
T16 Round 4	22/23 January 2015
T16 Round 5	30/31 January 2015
T16 Round 6	5/6 February 2015
T16 Round 7	12/13 February 2015
T16 Round 8	26/27 February 2014
T16 Round 9	5/6 March 2015
T16 Round 10	12/13 March 2015
T16 Round 11	19/20 March 2015
T16 Round 12	26/27 March 2015
T16 Round 13	2/3 April 2015
T16 Round 14	9/10 April 2015

Playoff Game Dates	
PO Game 1	14/15 April 2015
PO Game 2	16/17 April 2015
PO Game 3	20/21 April 2015
PO Game 4	22/23 April 2015
PO Game 5	28 April 2015

Final Four Game Dates	
F4 Semifinals	15 May 2015
F4 Championship Game and Third Place Game	17 May 2015

2.5. Scheduling

The games will be held on Thursdays and Fridays, except for the Qualifying Rounds and Playoff games, which will be held on the dates established in the calendar. Taking into account the interests of broadcasting, optimising ticket sales and the competition itself, the Euroleague Basketball CEO will set the day on which the games are held.

The Final Four games will be held on the same dates as established in the official calendar, unless the Host Broadcaster should require changes, which must be approved by the Euroleague Basketball CEO.

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, who will make a decision on this petition.

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).

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

- a)** The date and/or time may be changed within the limits established 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.
- b)** A change in date requested by the visiting club will, in all cases, require the acceptance of the home club.
- c)** The time may be changed when the visiting 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 home club is required.
- d)** A request by the Host Broadcasters to change the date and/or time of a game made less than six 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.

- e)** A request by the Rights Holder of the visiting club's games 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.
- 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.

Teams and TV channels may not use any excuse for not holding a game or delaying its start when they have been required by the referees to start. Any refusal to comply with the referees' order may be considered as failure to appear.

(See Appendix A)

2.6. Participating Teams

Host broadcasters must follow the indications to show the official team names, three letter codes (TV codes) and official team logos during the broadcasts.

The winner of the Turkish Airlines Euroleague Qualifying Rounds will advance to the Turkish Airlines Euroleague Regular Season.

(See Appendix E)



HOST BROADCASTER OPERATIONS

3. HOST BROADCASTER OPERATIONS

3.1. Introduction

EP will impose these standards consistently across all countries, Host Broadcasters and Rights Holders. However, EP acknowledges that the availability of high-quality equipment and personnel is not consistent across countries, and that the level of experience specifically pertaining to *basketball* production is neither consistent between countries nor dependable from week to week.

3.2. General Guidelines

The following guideline ensures that all broadcasts appear with the look and feel of the Turkish Airlines Euroleague from country to country.

3.2.1. Production Standards

The Host Broadcasters are required to broadcast all games according to the basic required standards:

The production standard is High Definition 16:9 with 4:3 safe graphics.

Any changes in production outside those described in this manual must be authorised by EP.

3.2.2. Game Directing

The key principle for game directors is to remember that they are providing coverage for a multilateral feed. Therefore it should be unbiased and objective in order to satisfy the viewing preferences of a global audience and not a specific domestic market.

Game directors should consider the following guidelines for the multilateral feed:

- a)** The multilateral feed must start 10 minutes before game tip-off, i.e. at 20:35 CET for a 20:45 CET game tip-off.
- b)** Continuous coverage of scenes from the arena, with the exception of replays/additional angles shown at half-time and full time, must be provided prior to the game, during half-time, during any prolonged interruption of the game and after the conclusion of the game.
- c)** Each multilateral Running Order described in Section 3.4 and **Appendix B**, **Appendix H** (for a Game of the Week production) or **Appendix J** must be accurately followed by Host Broadcasters.

- d)** Political or social banners will not be shown on the multilateral feed as they may compromise impartiality and could be damaging to the Turkish Airlines Euroleague, ECA, EP and/or the Company, and the sport of basketball in general. TV broadcasters are encouraged to include fan messages or signs that show team support or promote basketball.
- e)** Any public disorder or abusive behaviour will not be featured on the multilateral feed, i.e. crowd disturbances. For example, if any such incidents occur and have an impact on the court, they may need not to be covered live nor be replayed. In addition, general principles of taste, neutrality and decency will prevail. For instance, a wide shot used purely to establish what is happening avoids giving any incident undue prominence. The overriding principle remains – ‘if in doubt, leave it out’.
- f)** Coverage must be totally impartial, with equal emphasis on both teams, i.e. balanced coverage throughout the game. For example, it is important to show post-game reactions from both teams, not only from the home team.
- g)** TV broadcasters are encouraged to not only alternate a shot of one team with another but to also follow the storyline of the game.
- h)** Live action (when the ball is in play) is always the priority.
- i)** The guiding rule for coverage is “Keep things simple”.
- j)** Host Broadcasters will ensure that the coverage is shot 4:3 safe.
- k)** Possible VIP shots will only be used if the personality is internationally recognisable, provided that the ball is not in play. Also all VIP shots must be clearly identified with a name and position graphic.
- l)** Game directors will not be overly influenced by domestic commentaries.

m) Game directors must be sensitive to the following controversial game circumstances*:

- Serious injuries to players
- Violent or abusive behaviour by players
- Lack of respect towards referees or table officials
- Fireworks and flares in the crowd are not to be covered. The same restriction persists with bad crowd behaviour.

*Game directors must give instructions not to go back to the related footage and not to replay it.

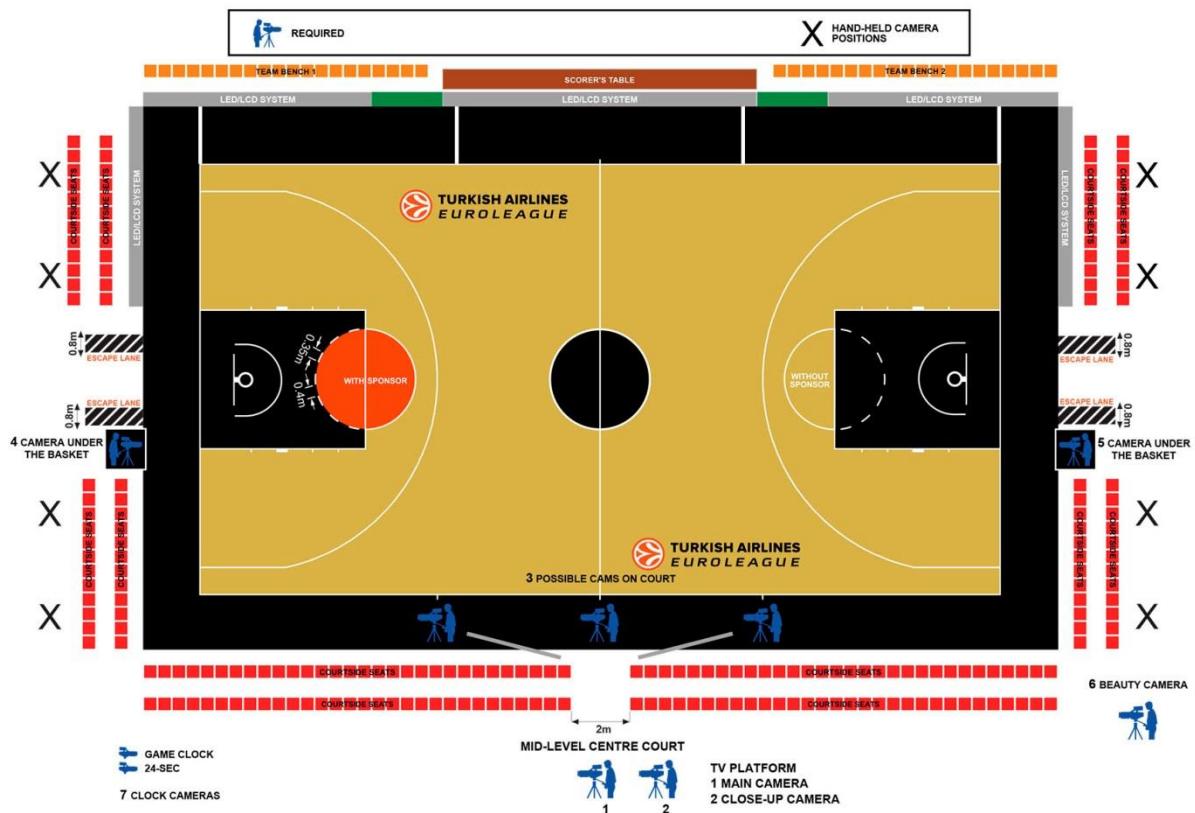
n) With reference to all these cases, Host Broadcasters must provide the relevant footage to the Company when required.

Replay Philosophy:

- a)** Priority given to live coverage and replays used only when relevant to current action.
- b)** Best action first.
- c)** Quality over quantity.
- d)** Keep replays moving.
- e)** No replay to be inserted when the ball is in play.
- f)** The official Turkish Airlines Euroleague replay animation will be used in and out of replays.

3.3. Broadcasting Principles

EP must insist that its Rights Holders and Host Broadcasters adhere to the highest standard of decorum and professionalism in respecting the competition, its players, its coaches and its customers. In that spirit, EP requests that its Rights Holders and Host Broadcasters adhere to the following principles:



- a) Respect for the Court** – broadcasting equipment and personnel must be positioned in such a way that they do not present any danger for players or the referees. Hand-held cameras will be 2m from the baselines or sidelines, as the case may be. The court must be kept free and clear of cameras, cables and personnel, except during pre-game, time-outs, breaks between periods, half-time and post-game and, even then, cameras and cables may

only be on the court in a manner that does not interfere with player warm-ups or other on-court activities that are being conducted by the club.

b) Respect for the Players' Routine – The Host Broadcaster 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 Host Broadcaster's camera may shoot up to three minutes with all the players inside the locker room, without any interviews and always with the maximum respect for the players' usual routine.

c) Respect for the Officiating Crew and Statisticians – broadcasting equipment and personnel must not obstruct the view or movement of, or cause confusion for the referees, table officials and statisticians.

d) Respect for the International Feed and Running Order

e) Respect for Spectators

f) Respect for Players/Coaches – The Host Broadcaster must respect the needs of the players and coaches, in spite of their obligations stated herein. The Host Broadcaster must understand that sports events at this level are highly emotional and coaches and players may not always be prepared to handle their obligations to TV in a prompt and courteous manner. Although EP will always defend the rights of Rights Holders and Host Broadcasters, the understanding and patience of TV broadcasters are necessary when the situation dictates. TV broadcasters must adhere to the requirements stated herein and will not ask players and coaches to participate in ways that are outside these requirements. Reporters must not approach players or coaches for interviews or comments during play.

g) Respect for Other Media – EP determines that Rights Holders must have priority rights with respect to access to players and coaches, and must be able to produce the live broadcasts without interference or obstruction from other media outlets. Historically non-rights holders and clubs' TV broadcasters could not shoot their own footage. However, EP is trying to modify the traditional norms in an effort to encourage wider and improved media coverage, which is in the interest of Rights Holders as well. In that spirit, the Host Broadcasters will do everything reasonably possible to accommodate other media, including the written press, still photographers, camera operators with ENG units who are authorised to shoot footage in accordance with the Euroleague Licence and Broadcasting Agreement and other media who may cover the games, from time to time (such as for theatrical films, video games, TV specials, etc).

3.4. Running Order

The Company has designed a multilateral Running Order to ensure consistency between games from different Host Broadcasters that are expected to deliver a produced international feed in 16:9 HD (4:3 graphics safe) to the uplink truck, from 10 minutes prior to tip-off.

It is important to follow the Running Order to enable other Rights Holders to plan their own programme broadcasts and provide a consistent product across all venues.

If the Host Broadcaster decides to personalise the international feed with interviews, videos, etc, it must do so by producing a second feed, with the aim of never obstructing the established timings of the international feed. The international feed that must be delivered to the uplink truck will have the basic Running Order as to the start and finish of the international signal.

In this timeframe, the signal that is delivered to the uplink truck of the international feed will be an international signal, with English graphics, and without any reference to the Host Broadcaster. For the avoidance of any doubt, this signal will be exempt from any commentator/on-court presentations and/or interviews. Also, the signal will be a produced signal to all effects. For the avoidance of any doubt, the signal will not be one isolated camera shot for a long period of time.

The Running Order has been designed following:

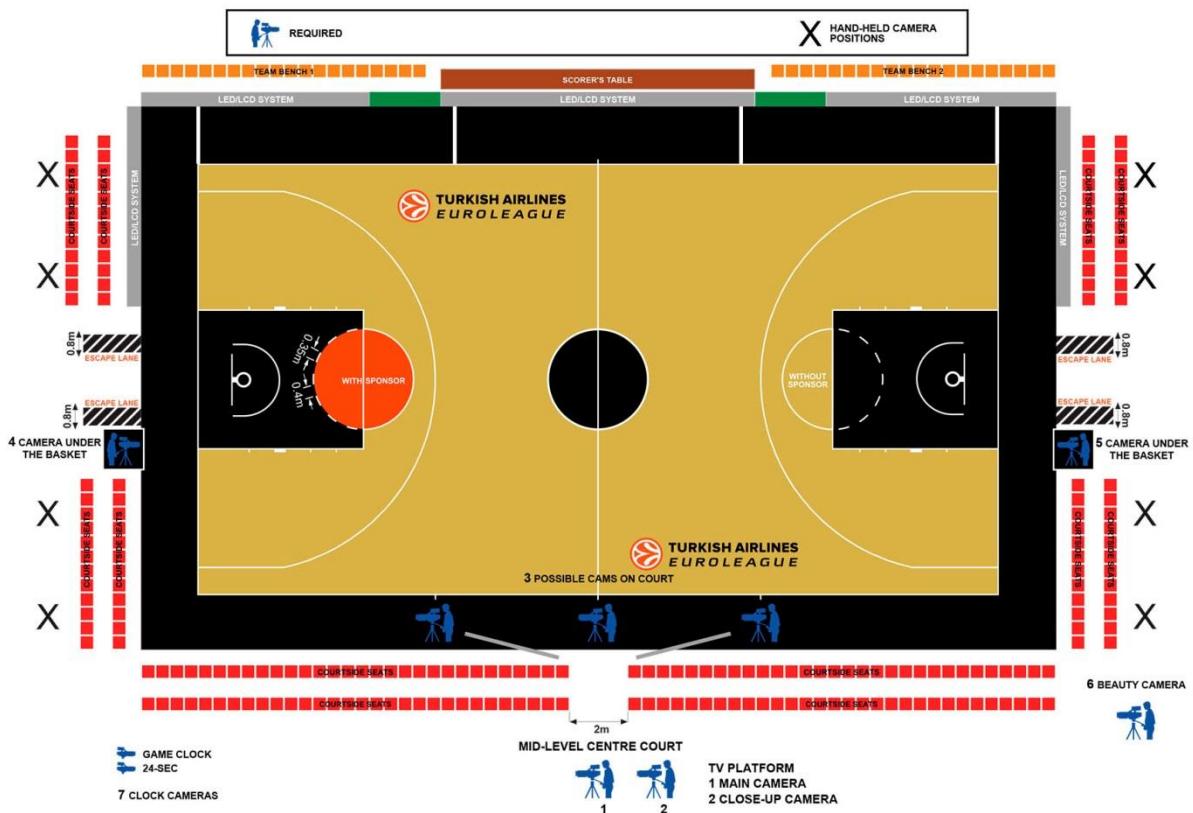
- Pre-game
- Half-time
- Post-game
- Extra periods
- Time-outs or TV time-outs

(See Appendix B)

3.5. Camera Plan

All camera positions described below will be kept available by the club. The clubs will fully cooperate in helping the Host Broadcaster place TV cameras included in its camera plans inside the arena (including but not limited to the reverse angle camera, the pole cam, the crane cam, and the mini cams attached to the basket support structure). The clubs will always help find the best position available for these cameras, which will not obstruct the spectators' view of the court and will be placed in compliance with the relevant safety and security measures.

The minimum required number of cameras is seven; six of them will be manned, as follows below:



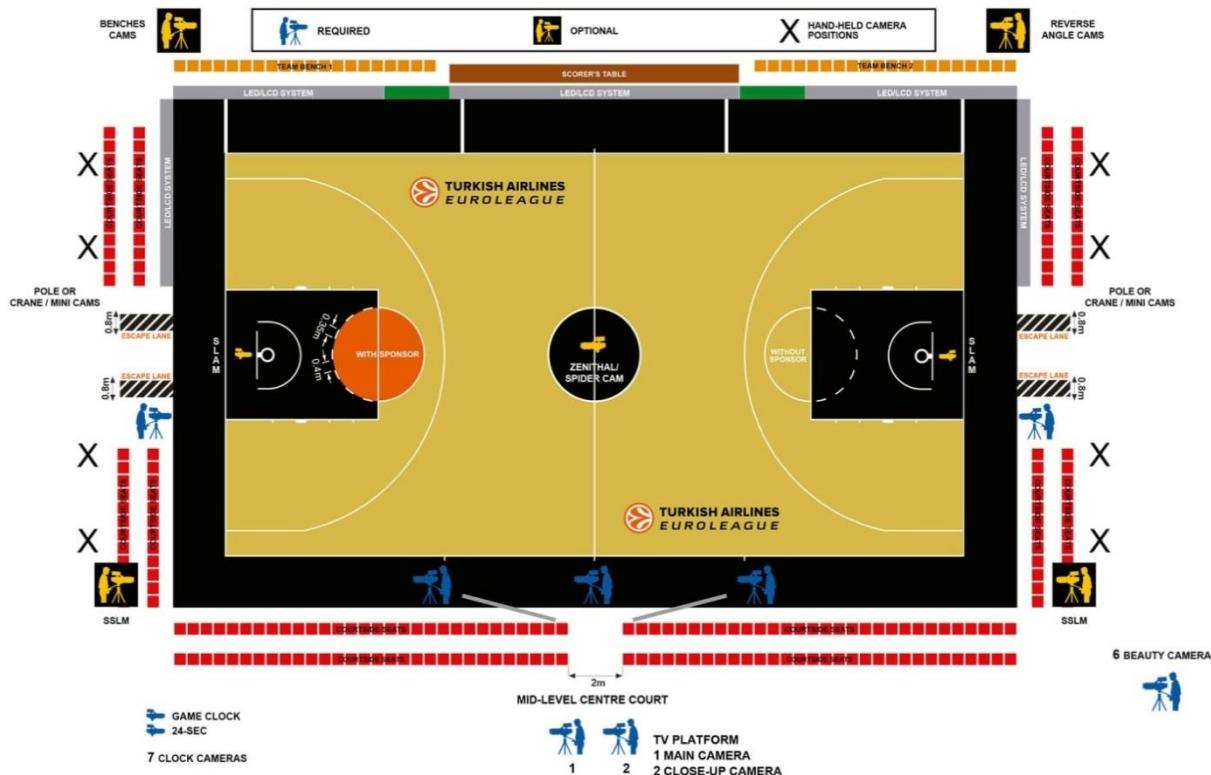
All cameras must be equipped with tallies and communications. Tripods are to be available for all cameras, including hand-held cameras. All hard cameras must be equipped with a five-inch viewfinder.

Three "hard" and three "hand-held," each with a CCU. At least one hard camera must have a 55:1 lens, or better. Hand-held cameras must have at least 18:1 lenses.

At least one of the hard cameras must be equipped with a filter (6x clear ND 0.6, ND 1.2, ND 1.8-4 or 6 fold start effect). All floor level hand-held cameras must be chip cameras and must be equipped with rubber lens covers.

The seventh will be used for both the 24-second clock and the game clock. The image of these clocks will be shown inserted on screen in the graphic template, when any malfunctions occur at the scorer's table console, and may also be used for the Instant Replay System.

In the event that the Host Broadcaster is using more than these seven cameras, it is allowed to place two of those extra cameras and a perch microphone behind the benches to shoot time-outs, as follows below:



3.5.1. Mid-Level Centre Court

Two main TV camera positions will be side by side and must, without exception, be placed opposite the team benches (and scorer's table), on the same side as the TV compound and on an elevated platform.

In addition, only a portion of the team benches may have courtside advertising or other signage in front of the players; the first 10 chairs on each team's bench, beginning with the first chair nearest centre court, must be visible. The open area to access each team bench area will be a maximum of 3m wide. The purpose of these two rules is to make sure that TV viewers are able to see the coaches in "action" during the games, see reaction from the player's sitting on the benches and to generally show the players to the TV audience.

One of those cameras (**Camera 1**) will be a Wide Shot Camera (22x). The camera will maintain the entirety of the game action, including ball and basket. Rows behind the benches will be visible, so that the coach is always visible. Also after replays or camera switches, the wide shot will be opened slightly in order to close in on the ball in play. The main TV camera (Camera 1) must be positioned at the centre of the court.

The second one (**Camera 2**) will be a Close-Up Camera (86x). This camera will follow the player with the ball in action. In general terms, it will do the same movements as Camera 1, but zoomed in on the main action: player and ball.

This main TV camera platform position will be able to accommodate at least four cameras, two of which will be for the Host Broadcaster, who will receive the preferred locations, and the other two of which will be reserved for the media director of the club and/or EP or the Company to assign to non-rights holders and clubs' TV broadcasters (subject to the limitations and licence terms stated herein).

In addition to being located opposite the team benches, in a place that is approximately 40° from the centre of the court, the main TV camera platform will be at least 7m in width and 2.50m in depth and must be high enough so that people walking or jumping with hands raised do not obstruct the cameras at operating height. Cameras are usually operated on tripods at standing height or on "high hats" at sitting height. The actual height of the cameras may depend on any seat blockage behind the cameras.

In order to assure that the cameras do not obstruct the view of spectators sitting behind and that the view of the cameras is not obstructed by spectators sitting, standing or raising their arms in front of the cameras, the Host Broadcaster and the club must determine an appropriate resolution, to include requiring that cameras are operated on a "low-boy" tripod, if necessary. To avoid any possibility that seating in front of cameras could impede the view of those cameras, the Bylaws require that the club or arena will not distribute tickets for seats directly in front of the fixed camera positions where a spectator, standing, could impede the view of the cameras, or seats directly behind the fixed cameras where a camera could impede the view of the spectators.

3.5.2. Low End-Zone Corner "Slash"

A position that can accommodate at least one camera (22x) (**Camera 3**) on a specially designed chair or low platform, located in the end zone of the lower seating level on the same side of the arena as the mid-level centre court cameras, in a place that is approximately 20-25° from the centre of the court. The vertical distance from the playing court surface will be between 3.10m and 3.70m to the camera lens. The horizontal distance will not be less than 6.10m and not more than 12.20m from the edge of the playing court. These cameras will be in line (approximately parallel) with the near sideline and will follow the player with the ball in action, mainly used for replays, and with a Super Slow Motion camera if possible.

3.5.3. Hand-Held Camera Positions

Three hand-held camera positions are to be located on the basketball floor, as follows:

Two hand-held cameras (11x) (**Camera 4 and Camera 5**) on one side of the basket support on *each* end. These cameras may "rove" between the pre-assigned position on one side of each basket support and a pre-assigned position along the endline, on the same side as the main TV camera positions. These camera operators may "rove" only during time-outs, breaks between periods and at the beginning of free throws. These cameras will be equipped with live shotgun microphones, and will be placed on a specially designed chair or shoulder.

In general, there will be an open shot in order to obtain as much action as possible, specially, with less than 10 seconds on the 24-second clock and in the last minute of each period. This camera shot will always include the player and ball and 24-second clock, for Instant Replay purposes, of the basket on the left.

All hand-held cameras must be equipped with slow motion and at least one must be equipped with super slow-motion capability.

All camera operators who work on the basketball floor will have one person working with them who will be the "cable puller" and, as such, be responsible for assuring that camera cables are properly rolled up and placed on the floor in a location that cannot be stepped on or over and will, at all times, be sure that cables do not interfere with play or present a hazard to the players, referees or spectators. If the referees believe that the cables pose a hazard, they may demand that the cable puller immediately rectifies the situation. All photographers and TV cameramen must stay at least 2m behind the endline at all times.

Rubber lens shades are required for all TV cameras.

All cameras working on the basketball floor may *not* use a tripod of any kind ensuring a perfect view of the game.

3.5.4. Unmanned Fixed Camera Positions

Two unmanned cameras will be mounted on tripods, properly framed and fixed to provide the truck with a live and continuous feed of the 24-second clock and a beauty shot.

One of those cameras will be a beauty-shot camera (11x) (**Camera 6**) positioned high up in the arena, with a full shot of the entire court and seating area. It should be a fixed shot, to be used during time-outs, pre- and post-games and half-time intervals. If managed by an operator, it can be used for replays, fast breaks, and tactical explanations of the game and also as a second main TV camera wide shot.

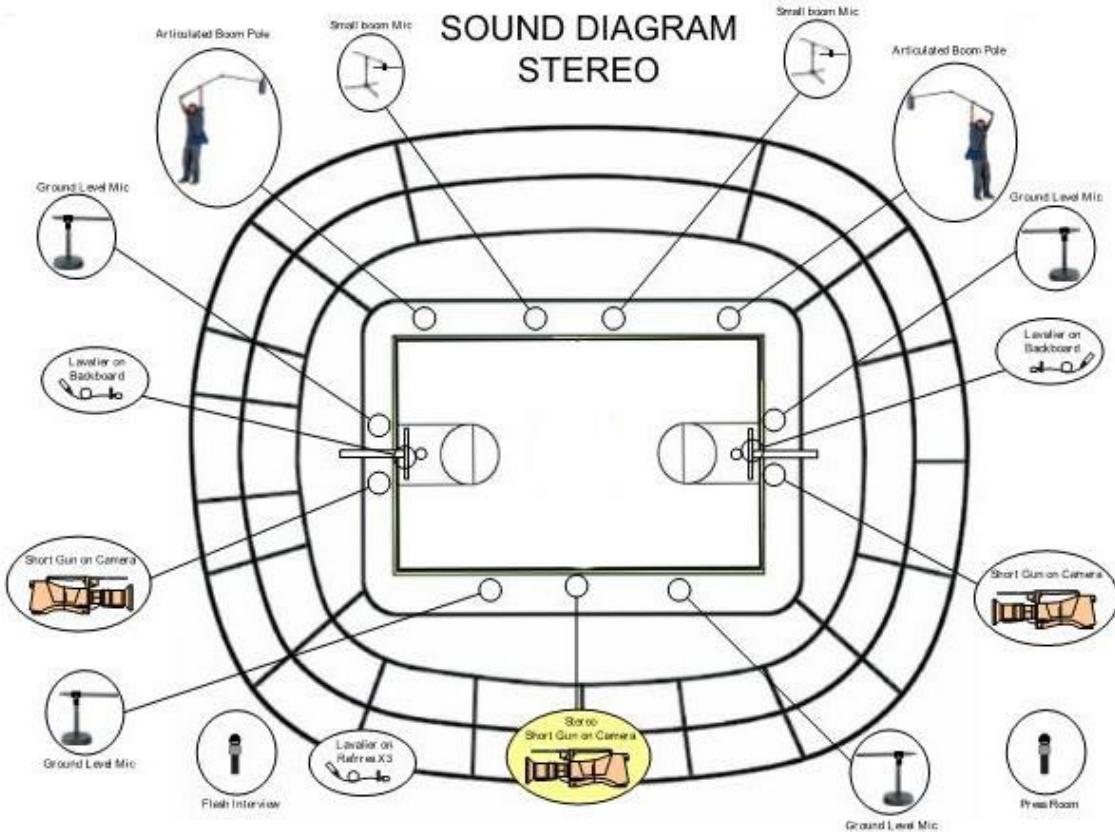
The Host Broadcaster is required to incorporate a camera (22x) (**Camera 7**) to shoot the 24-second clock and the game clock to insert these clocks into the main score graphic, as well as the Turkish Airlines Euroleague logo, which must be placed on the screen, when any malfunctions occur at the scorer's table console, in a location that does not block or impede game action (such as the lower right-hand corner or upper left-hand corner) following each field goal made or after the last shot converted in a series of free throws. This camera will show a clear view of both 24-second clocks on the top of the baskets, and will also be used as a back-up for timekeeping and for Instant Replay.

3.5.5. On-Court Cameras

Cameras may also be positioned courtside opposite the team benches. The use of one centred camera or two cameras for a better game coverage will be at the discretion of the Host Broadcaster.

3.6 Audio Plan

Audio coverage of the games is an important element in audience experience. A steady but reactive crowd ambience should be combined with a dynamic mix of the sound of the ball and playing action, wherever it is on the court.



Full audio effects including basket (two), shotgun (including live shotgun microphones placed on all three of the hand-held on-court cameras), crowd and talent microphones (and headsets). A digicart, DAT, CD player and cart machine for other music requirements (such as highlight music, tease music, etc) are also required. Mix console will be located in the main TV production truck and will be a Studer 928/4/4, with 24 microphone inputs, 8x stereo input, or equivalent.

EP expects that all games will be produced with full audio effects and properly mixed so the TV viewers are able to clearly *hear* the court and crowd sounds. This includes the placement of unmanned "effects" microphones placed at strategic positions around the court, on the basket supports and in other positions near the cameras and will, therefore, be subject to cable routing.

In the case that the Host Broadcaster is using more than the minimum seven cameras required by the Euroleague TV Broadcasting Manual, it will be allowed to place two of those extra cameras and a perch microphone each behind the benches to shoot and record time-outs and period breaks.

In order not to be placed in a position possibly disturbing the team, the Host Broadcaster's producer must agree with the media director of the club on these technicalities (EP suggests a fixed position, either right behind the bench or between the bench and the end of the scorer's table, always with a clear view guaranteed for the shot of the camera).

(See Appendix D)

3.6.1. Referees' Microphones

Referees' microphones will be allowed live and delayed for the 2014-2015 Turkish Airlines Euroleague season, provided that the Company's TV and New Media Department is previously informed, in the following manner:

a) Use of the microphones during time-outs and period breaks:

Referees will be alerted that they may be broadcast live on-air for the duration of each time-out and period break.

b) Use of the microphones in other cases:

Microphones will never be live on-air at any other time. It is very important to give referees freedom when officiating, i.e. allowing them to handle the situations without the added pressure of being susceptible of being put on-air without notice. If TV broadcasters wish to air referees comments during play, they must record the audio and put together pre-recorded segments in the best interest of the game (avoiding controversial situations such as tough or difficult discussions with coaches and players immediately after a play, but not technical explanations of a decision, a specific situation or a call/non-call if given in a clear and cooperative manner).

3.7. Other Host Broadcaster Requirements

3.7.1. Tape Machines

a) Replays

OB vans will use EVS hard disc recording devices (six channels) and the OB van will record all camera inputs.

b) Instant Replay

Another EVS hard disc for playback of the four split screen (see Instant Replay section).

c) Recordings

- HD Cam recording for High Definition productions of the produced feed (with graphics)
- Digital Betacam recording for Standard Definition productions of the produced feed (with graphics)
- Four DVD recordings of the produced feed.

3.7.2. Video Mixer

General characteristics of the mixer will be (depending on the amount of cameras, but always with the minimum mentioned):

Inputs	24-48
M/E	2-4
DSK	4-6
DVE channels	4-8
Aux Out	10-24
Ram rec. + Image conv.	4-8 + 4-8
Sound	24 in 16out

3.7.3. Game Master Recordings

Should EP be interested, Host Broadcasters must provide EP with any type of footage requested and recorded in the OB van with the EVS machines available on the truck.

All Host Broadcasters must provide the Company with one broadcast-quality DVD or BETADIGITAL copy of each game broadcast (local feed) that includes all graphics, commercials, commentator audio and effects audio. These DVD or BETADIGITAL recordings will be sent directly to EP no later than 48 hours after each game broadcast.

3.7.4. Press Conference Recordings

EP encourages Host Broadcasters to cover the post-game press conferences with their original audios and upload them via FTP or, when requested by EP, any other system.

3.7.5. Internal Communications

Intercom
Digital matrix, 32 inputs
8 intercom panels
IFB, 4 out min.
Beltpacks wired 6
Beltpacks wireless 4
CODEC ISDN for stand-ups.

3.7.6. Individual Routing Switchers

Individual routing switchers (with dual channel audio) for each tape machine to allow for easy signal direction between all the sources available on-board.

3.7.7. Commentary Positions

- a)** One fully equipped position for Rights Holders of the visiting team's territory could be requested.
- b)** CODEC, headsets, 14" monitor, stats screen.
- c)** Basic Light kit for post-game interviews and stand-ups.

3.7.8. Instant Replay

- a)** See Instant Replay Section.
- b)** CODEC.
- c)** Headsets for a private line of communication with the producer or game director in the TV production truck.
- d)** A multi-split monitor embedding four camera angles and the clock inserted in the centre.

VENUE AND GAME OPERATIONS

4. VENUE AND GAME OPERATIONS

4.1. Unilateral Broadcaster Facilities

Rights Holders

All Euroleague Visiting Broadcasters (hereinafter "Visiting Broadcasters") and Rights Holders are allowed to produce or record with their own camera production following the positions available in the venue for the correspondent camera production or ENGs.

All Visiting Broadcasters' and Rights Holders' camera positions must be submitted to EP for approval.

Only the Rights Holders will be entitled to enter the team locker rooms before the start of the game and after the end of the game, in coordination with the media director of the home club.

All Visiting Broadcasters are kindly requested to inform the Company's TV and New Media Rights Department regarding all their crew members that need an accreditation for every single game. The Company needs to protect all Visiting Broadcasters from the other non-rights holders that wish to attend a Turkish Airlines Euroleague game.

Non-Rights Holders

All cameras of non-rights holders will be allowed on the playing court until 15 minutes prior to each game, except in the case of the Turkish Airlines Euroleague Final Four, which will have different and specific regulations. After this time all non-rights holders must leave the playing court and will not be permitted to record at any time during the game.

It is totally forbidden for the non-rights holders to record any footage inside the arena during the game.

All non-rights holders will be allowed inside the mixed zone, and the players will make their way to the locker room attending to the rest of media and non-rights holders in the usual mixed zone and in the press conference room. These cameras will not be allowed in the team locker rooms.

All media associated directly with the clubs will be considered as non-rights holders as detailed herein, and may request the Company's authorisation to access the arenas and shoot any type of footage under the terms and conditions agreed with the Company.

Notwithstanding the above, during the season the Company will distribute the weekly highlights, which will last one minute, free of charge and through FTP, 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 and through FTP, for promotional purposes.

In no case will the clubs be allowed to broadcast or stream any live footage of the game within the period comprised between the 10 minutes before tip-off and the three minutes immediately after the end of the game.

4.2. Personnel

The Host Broadcaster will provide all personnel necessary for the set-up and production of the games. These personnel will be the best available sports (basketball) production personnel available.

Certain personnel must be especially knowledgeable about the game of basketball, generally, and the Turkish Airlines Euroleague, particularly. This is very important for live camera operators who must follow the ball, frame the shot properly so the overall game is within the viewer's field of vision, and be able to anticipate where the ball may go next. In addition, these operators must understand the instructions of the Host Broadcaster's game director relating to off-the-ball and off-court coverage.

All personnel who works within the arena seating area, including on or near the court, will be appropriately dressed in long pants and all of them will be wearing matching shirts or some other means of identifying them as part of the Host Broadcaster's personnel team.

4.3. Commentary Positions

For each broadcast, a maximum of four commentary positions for each Rights Holder broadcasting the game will be provided at court level, 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. Under no circumstances may the commentary positions be in a location where their view of the court will be impeded or obstructed by coaches, spectators, photographers, ENG units, other video cameras, cheerleaders, mascots or any other personnel.

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.

Under no circumstances may a fee, or any amount, be charged to the Host Broadcaster or the visiting commentators for the use of the commentary positions. To the extent that a fee is charged by the venue, this must be paid by the home club.

The clubs will make their best efforts to deliver the best possible positions to the TV broadcasters present in each of the arenas.

4.3.1. Commentary Position Bookings

Each Rights Holder or the TV broadcaster that it may designate is entitled to request, on the offer sheet send out by MEDIAPRO, a commentary position. They will specify whether the request is for a fully equipped or semi-equipped commentary position.

Semi-equipped: for two persons if not requested differently: table, chair, electrical power, monitor with international feed, Ethernet connection with access to the Euroleague official statistical data and information channel provided by the Host Broadcaster and international sound.

Fully equipped: includes all the above, plus a commentary unit for two persons, including headsets and full technical assistance during the entire game.

In either case, all line bookings are the responsibility of each Visiting Broadcaster and all requests for ISDN lines will be made directly to the TV broadcaster's Domestic Telecom Company. If requested, each Rights Holder or the TV broadcaster that it may designate can be asked to send a copy of this request to MEDIAPRO.

4.4. Commentators

The commentators will be regarded as experts about the game of basketball and, in particular, the Turkish Airlines Euroleague competition and its players, coaches and teams.

The commentators will be of an industry standard of professionalism, will maintain a professional appearance and will present EP, the Turkish Airlines Euroleague competition, its clubs, its players and its coaches in a positive manner. Under no circumstances will commentators be allowed to denigrate the Turkish Airlines Euroleague competition. As a general rule, they will be required to portray the Turkish Airlines Euroleague in a positive context subject to any relevant broadcasting regulations applicable to the broadcasts of the Rights Holders (or the TV broadcasters that they may designate) in the territory.

4.5. Studios

Clubs will generally provide facilities for two indoor TV studios in terms of space availability with a clear view of the playing court and security considerations: inside the arena or on-court near the baseline.

4.6. Interview Procedures: Pre- and Post-Game

4.6.1. On-Court Flash Interviews

Live on-court flash interviews, lasting for a duration of one minute or less, are exclusively available to Rights Holders and Host Broadcasters. These interviews may be conducted courtside at a pre-determined area with up to one player and the head coach, as they are exiting the court just after the end of the first half, or as they are entering the court for the second half, and again immediately following the end of the game, as they are exiting the court. If a Host Broadcaster desires to conduct one or more flash interviews, this must be pre-arranged by providing notification to the media director of the home club, no later than five minutes remaining on the game clock in the first or second half. The media director has the right to substitute the player that is requested for an interview with another player if the first requested player is injured or sick. EP recommends that the Host Broadcaster provide the media director of the home club with a first, second and third choice for the player interview.

Commencing with this 2014-2015 season, on-court flash interviews will be scheduled in all game productions and not only in the Games of the Week as in the past:

- a)** Half-time on-court flash interview at the end of the second period with one home team player that will be broadcast live.
- b)** Half-time on-court flash interviews with both head coaches (separately) that will be broadcast live two or three minutes before the start of the third period of the game.
- c)** Immediately after the game, on-court flash interviews with the winning team's MVP and the winning team's head coach (separately) that will be broadcast live.
- d)** All interviews must be conducted in English.
- e)** Media directors will assist the Host Broadcaster by providing players and coaches.

All interviews will be recorded in English. In the case that the interview is conducted in another language, the game broadcast will be subtitled.

4.6.2. Post-Game Locker Room Access

EP adopted this rule in an effort to encourage closer and more immediate media contact directly with Turkish Airlines Euroleague players and coaches. While EP also continues to feature a press conference with the head coach and one player from each team following every game, EP is also offering selected journalists with this additional access, in accordance with the following provisions.

- a)** EP encourages its Rights Holders and Host Broadcasters to remain on air with a “post-game show” and to take advantage of this special access, so their viewers can come inside the Turkish Airlines Euroleague team locker rooms and enjoy intimate one on one interview with certain players and coaches. In this context, it is imperative that the media director of the home club is notified of the Host Broadcaster’s intention to conduct post-game interviews in one or both of the locker rooms no later than two hours prior to each game. There is a limit of one hand-held camera that can be used by the Host Broadcaster and one hand-held camera that can be used by the Rights Holders of the visiting team’s territory, if applicable. In addition to the camera operator, accreditations will be issued to one cable puller and one reporter/commentator. Rights Holders and Host Broadcasters must be given priority over other media outlets for purposes of determining which media requests for locker room access will be accommodated, according to space and other limitation. In addition, the Rights Holders and Host Broadcasters must be given priority for their interview requests before other media outlets can interview the same person. All of the priority and logistical matters are the responsibility of the media director of the home club. In addition, the Host Broadcaster is responsible for working with the media director and arena regarding any technical requirements that will be necessary.
- b)** 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 Host Broadcaster 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.
- c)** 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 official 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. Then the locker room must be opened to properly accredited media, with local security thoroughly briefed to conform to the regulation and ensure accreditation enforcement.
- d)** 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.

- e)** If space allows, all accredited media – and only accredited media – will be allowed to enter both locker rooms.
- f)** 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 will 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 Host Broadcaster, the Rights Holders of the visiting team's territory, one major daily newspaper, and one radio station allowed in the locker rooms of the home and visiting team after each game. The Euroleague.net 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.
- g)** 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.
- h)** 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 Host Broadcasters and Rights Holders of the visiting team's territory on the playing court, for flash interviews, immediately after each game.
 - i)** The coordination work for the correct functioning of the press conference and locker room policy will fall upon the media director of each club.
 - j)** 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.

4.6.3. Press Conferences

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.

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.

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.

The home club is also responsible for providing the Company's Communication Department with an audio recording of the press conference.

4.6.4. Mixed Zone

After the game, a mixed zone, through which the players must exit, must be set up for the media on the way from the locker rooms to the team transport area. This area accessible only to coaches, players and representatives of the media -to offer reporters additional opportunities to conduct interviews- must be divided into three areas: one for TV crews, one for radio reporters and one for the media from the written press. The home club must ensure that the area is safe for the players and coaches to walk through. The team locker rooms are off limits to representatives of the media before and during the game.

If there is not enough space to provide a mixed zone, each club will ensure at least five players meet the media in a suitable location.

4.6.5. Courtside Reporters

The Host Broadcaster and the Rights Holders of the visiting team's territory, when applicable, have the right to assign one courtside reporter to provide their viewers with live updates. The reporter and game producer will meet with each team's head coach and media director at least 24 hours prior to each game broadcast to establish ground rules for the reporter's proximity to team huddles.

4.7. Team Arenas - See Appendix K

4.8. Accreditations

The clubs are responsible for the production and distribution of all accreditations for the written and electronic press, including for the Host Broadcaster and the Rights Holders of the visiting team's territory, when applicable. It is the responsibility of the Host Broadcaster to provide the home club's media director with a complete list of all personnel that will work during each game, including their names, responsibilities and other details that are reasonably requested by the home club's media director. The Company's TV and New Media Rights Department must receive a copy of any accreditation requests made to the clubs by the Host Broadcaster or the Rights Holders.

The Company's TV and New Media Rights Department will assist all Rights Holders to obtain accreditations.

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 Communication and TV and New Media Rights Departments, so that they are informed regarding the exact coverage of the game.

4.9. Visas

Each TV broadcaster has the responsibility of applying for, arranging and obtaining the entry visas that its TV crew members might need in order to work in the away games that the clubs play in the competition.

4.10. OB Van Area (TV Compound Area)

A TV compound will be created, and the home club will make sure to provide parking 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 area must have direct access to the scorer's table, the media work room and the team locker rooms.

The arena must provide a secure location that is on the same side of the arena and as close as possible to the TV compound. There must be additional space available in the TV compound to park up to two trailers, which can be used by the Host Broadcaster for special equipment, catering or other purposes. The area will be set up in a manner that will allow it to be secured 24 hours prior to each game and until the mobile TV production trucks, the OB van and the satellite uplink truck depart, usually on the same game night.

The area for the TV compound may be outside of the arena or in a covered area. However, if in a covered area, then exterior parking adjacent to the TV compound must be provided for the satellite uplink truck.

The area for the TV compound must have adequate power, with a minimum of 3000 amp, 3 phases, the exact specifications of which will be determined by the Host Broadcaster, who must inform the home club. In addition, the arena must provide adequate back-up power (generator or other) in the event that the main power source is not available and provide the same power (3000 amp and 3 phase). All costs relating to power – hook-up, usage, disconnect – must be borne by the arena or the home club. If the arena is not pre-cabled for camera, audio and communications cables, the arena must provide cable trays, conduit or some other routing system to the Host Broadcaster, at no charge.

4.11. Cabling

Cabling is the responsibility of each Host Broadcaster in accordance with the following guidelines:

- Cables will not cause any obstruction or safety hazard to players, officials, any other persons involved in the game or spectators, and will comply with the local security law and regulations.

- Cables will not be laid over the electronic advertising system (LED or LCD).
- Where necessary, cable bridges, cable covers, cable mats, arena dressing and other safety means will be used to secure the cables for safety.
- The Host Broadcaster must provide assistance to the Visiting Broadcaster in order to ensure that all cabling needs are met.

4.12. Power

It is the responsibility of each Host Broadcaster to ensure that continued power is supplied in optimum conditions for the international TV production in order to guarantee uninterrupted coverage.

This includes the provision of a power generator.

4.13. Arena Access

The arena will be available to the Host Broadcaster for set-up and other preparation no later than 24 hours prior to each game that will be broadcast. Within that period, the Host Broadcaster will stay out of the seating area for a period of up to two hours to allow the teams to practice without their personnel in the arena, so long as the time requested for said practice is reasonable for purposes of set-up and preparation for the broadcast. Typically, the teams will practice in the arena on the day prior to the game, for a period of two hours each, beginning at either 17:00 or 18:00 CET and finishing at approximately 22:00 CET, and on the day of the game, for a period of one hour each, in the morning, between 10:00 and 13:00 CET. Any disputes regarding this provision will be settled by the Company, whose decision will be binding. The Host Broadcaster will be allowed to start with all the necessary set-up beginning from 13:00 CET.

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. All clubs must comply with the request from the

Host Broadcaster and the Rights Holders of the visiting team's territory, when applicable, to gain access to their commentary positions no later than two hours prior to each game. For example, if the game starts at 20:45 CET the arena will be open for TV set-up from 15:45 CET.

4.14. Security for Host Broadcasters

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. This applies to pre-game activities, the game itself and post-game activities, not only in the area where the commentators work,

but also in any interview areas. If a Host Broadcaster reasonably requests additional security for a broadcast, the home club will be responsible for accommodating said request.

4.15 Venue Access Fees

Access to each game venue, for the Host Broadcaster, beginning 24 hours prior to each game, will be provided free of charge. There will be no fee or facility charge, whatsoever, for the provision of access for the Host Broadcaster 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 (if there are any such fees, they must be paid solely by the home club). Moreover, there will be no fee for power, back-up power, arena lighting, water, use of pre-wired cables or other provisions necessary to ensure a high-quality TV production as provided herein.

4.16. Lighting

For purposes of ensuring a high quality TV production, all arenas will meet the following lighting requirements. It is understood that adhering to these lighting requirements may be challenging for some clubs and venues. The improvements with the minimum established below are required. After that time, however, the Company will insist that all arenas meet the requirements as a condition of receiving their Euroleague Licence.

For the very first time and commencing with the 2014-2015 season, all Turkish Airlines Euroleague venues will adapt their lighting systems in the following manner:

Playing Court

- The horizontal illumination on the playing court, measured 1m above the floor, will be an average maintained lux level of 2,500.
- The illumination measured facing the main and reverse angle cameras will be an average maintained lux level of 1,500.
- The illumination measured facing the endline cameras will be an average maintained lux level of 1,000.
- The horizontal illumination immediately outside the further boundary line (team benches and courtside seats), measured 1m above the floor, will be an average maintained lux level of 2,000 lux.

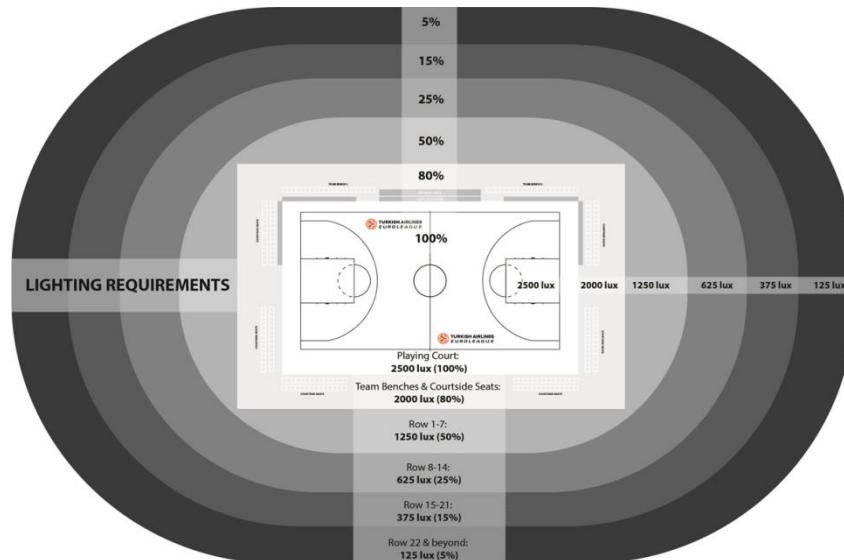
Seating Area

The horizontal illumination will gradually decrease following these guidelines:

- Row 1 to 7 will be an average maintained lux level of 1,250.
- Row 8 to 14 will be an average maintained lux level of 625.
- Row 15 to 21 will be an average maintained lux level of 375.
- Row 22 and beyond will be an average maintained lux level of 125.

General

- Full arena lighting must be provided beginning 90 minutes prior to each game and must be maintained until 30 minutes following the end of the game.
- During team practices the illumination will be the same as during games.



	DESCRIPTION	ILLUMINANCE				LIGHT SOURCE COLOUR TEMPERATURE (Average suggested) (°K)	COLOUR RENDERING (Ra)
		AVERAGE (lux)	GRADIENT % / 1m	UNIFORMITY U1 (E min / E max)	U2 (E min / E ave)		
FIELD OF PLAY	E cam	>1500	<10	> 0,6	> 0,75	3300 to 5300	>= 90
	E h	>2500					
BENCHES & COURTSIDE SEATS	E cam	>1200	<10	> 0,6	> 0,75	3300 to 5300	>= 90
	E h	>2000					
ROW 1 - 7	E cam	>750	<10	> 0,6	> 0,75	3300 to 5300	>= 90
	E h	>1250					
ROW 8 - 14	E cam	>375	<10	> 0,6	> 0,75	3300 to 5300	>= 90
	E h	>625					
ROW 15 - 21	E cam	>225	<10	> 0,6	> 0,75	3300 to 5300	>= 90
	E h	>375					
ROW 22 & BEYOND	E cam	>75	<10	> 0,6	> 0,75	3300 to 5300	>= 90
	E h	>125					

Glossary

E Cam: Camera illuminance; quantity of light into the direction of a camera, at grid points 1.5 m above the FOP

E h: Horizontal illuminance; quantity of light at grid points on the FOP

FOP: Field of Play

E ave: Average illuminance on a grid

E min: Minimum illuminance on a grid

E max: Maximum illuminance on a grid

U1: Uniformity of illuminance; calculated as E min/E max

U2: Overall uniformity of illuminance; calculated as E min/E ave

Ug: Uniformity gradient; the percentage difference of illuminance between adjacent grid points

Grid: The basic layout of measuring and calculation points over the FOP (9 * 15 grid points, corresponding to 2m * 2m spacing)

Lighting must be specifically focused for basketball, based on the configuration and placement of the playing court. As many arenas are used for multiple purposes, this may require that the lighting is refocused after all other events, including ice hockey, concerts, family shows, etc.

Any glare that may disturb the sight of the players and referees or affect the quality of the TV broadcast must be avoided.

The arena will have emergency back-up lighting of at least 1,000 lux.

The club must ensure that the arena has no spill-over of exterior light from windows, skylights, corridors and entries and will take whatever steps necessary to prevent these light sources from entering the playing area and seating area.

The club must ensure that the arena lighting system has instant re-strike capability, allowing the lights to be turned off during pre-game presentations, special ceremonies and entertainment and then immediately turned on at full illumination. If the arena lighting system does not have instant restrike capability, dimming the playing area lights once the game has begun will not be allowed.

Lighting in all areas of the arena outside of the seating area must be maintained at a minimum of 380 lux and 90cm from the floor.

In the first and last Regular Season home game, the Host Broadcaster has the obligation to measure the lighting of the arena (playing court and seating area) and deliver the measurement results to the Company's TV and New Media Rights Department.

The Host Broadcaster also has the obligation to measure the lighting of the playing court (centre area, free throw area and the four corners) in every home game and deliver the measurement results to the Company's TV and New Media Rights Department.

If a Host Broadcaster does not believe that these requirements are being met, based on their own lighting measurements, it will contact the Company's TV and New Media Rights Department and provide them with its lighting measurements so they are able to address the situation.

Lighting during Team Presentations

The use of different lighting, as considered most suitable for the event, will be allowed only during the presentation of the teams, provided that before tip-off, the lighting must be in accordance with the applicable arena rules. Once the game has started, the lighting in the area of the playing court may not be altered, except during half-time and only while the two teams are in the locker rooms.

4.17. Standard Pre-Game Timing Format

Regardless of the scheduled tip-off time, 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	20:37:30	(00:07:30)
Visiting Team Presentation	20:38:00	(00:07:00)
Home Team Presentation	20:39:00	(00:06:00)
Last Warm-Up Period	20:40:30	(00:04:30)
Teams to Bench Area	20:42:00	(00:03:00)
Starting Fives and Referees Line-Up, Euroleague Anthem	20:43:30	(00:01:30)
Tip-Off	20:45:00	(00:00:00)

4.18. Responsibilities of Club Media Directors

In addition to the other responsibilities noted herein, it is the responsibility of the media director of the home club to fully cooperate regarding all reasonable requests of the Host Broadcaster, including locker room access, access to practices, flash interviews, other interview requests, etc.

The home club will also assure that the Host Broadcaster has a secure area to temporarily place portable equipment, such as lighting kits, ENG units, shotgun microphones, etc.

To the extent that some form of food and beverage service can be provided to the Host Broadcaster's personnel, the Company would appreciate the home club's cooperation and effort to accommodate reasonable requests.

Whenever possible, the media director of the club will aim to assist the Host Broadcaster in compiling interesting stories, features and other information about the club, the players, the coaches and others involved with the club.

The objective is to make the TV broadcasts as compelling and interesting for the viewers as possible, including attracting new viewers who may be interested in aspects other than the game itself.

It is also the responsibility of the media director of the club to serve as a liaison, as necessary, between the Host Broadcaster and the venue, regarding any technical and logistical matters that must be coordinated, including technical requirements of this document (relating to issues such as camera positions, TV production truck

parking, satellite uplink truck parking, cable routes, lighting standards, etc). Therefore, the Company would appreciate if the media director of the club will contact the producer and/or game director of the Host Broadcaster, by telephone, no later than four days prior to each game broadcast.

Finally, it is the responsibility of the media director of the club to serve as a liaison between the Host Broadcaster and the home and visiting clubs, to make sure that both parties are being treated reasonably and with professional courtesy.

The media director of the club will make sure to assist all requirements from Rights Holders or the TV broadcasters that they may designate (including those coming from non-rights holders and clubs' TV broadcasters) with the previous authorisation of the Company's TV and New Media Rights Department.

(See Appendix L)

4.19. Game Clock and 24-Second Clock

The main game clock must always display the countdown until the beginning of play in the following situations: during pre-game, intervals of play between periods and half-time, and before any extra periods.

The 24-second 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.

4.20. Time-Outs

In order to speed up the game significantly, time-outs will be reduced in duration and format. Each team will be entitled to the following time-outs:

- a)** One 30-second time-out and one 60-second time-out at any time during the first half;
- b)** One 30-second time-out and two 60-second time-outs during the second half with a maximum of one 30-second time-out and one 60-second time-out in the last two minutes of the fourth period;
- c)** One 60-second time-out at any time during each extra period.

TV Time-Outs

The Company reserves the right to apply TV time-outs in all games. In such a case four mandatory TV time-outs will be applied per game, one in each period. All TV time-outs will have a duration of 60 seconds each. TV time-outs will not exist in extra periods.

TV time-outs will be applied in the following manner:

- a)** The first 30- or 60-second time-out requested by a team in any period will be considered a TV time-out and will have a duration of 60 seconds. This time-out will count as both a TV time-out and the respective 30- or 60-second time-out for the team that has requested it.
- b)** If neither team has requested a time-out before the last five minutes remaining in the period then a TV time-out will be granted at the first opportunity when the ball is dead and the game clock is stopped, with the main game clock displaying 04:59 or less time. This time-out will not be charged against either team.

The timer will be the person responsible for calling all TV time-outs.

The TV time-outs (the first TV time-out in each period called by the coaches or the referees) will have a duration of 60 seconds and (for TV purposes only) will be divided in the following manner: 30 seconds will be reserved for each TV advertisement, while the other 30 seconds will be dedicated to official Euroleague promotions, institutional campaigns, and/or advertising of Euroleague sponsors.

EP strongly encourages the Host Broadcasters to utilise the half-time interval and all of the time-outs to insert interesting and compelling information about the game, the players, the coaches and other Euroleague activities and news. In that context, the Company's TV and New Media Rights Department will work with the Host Broadcasters to assist them in receiving all sorts of Euroleague footage (promos, video clips, news access, etc), making players and coaches easily accessible for pre-taped interviews and having access to news and information in a manner that provides enough time for the Host Broadcasters to develop pre-produced "vignettes" (mini-features) that can be inserted into the live broadcasts at appropriate times.

In the event that the Host Broadcaster is using more than seven cameras, it is allowed to place two of these extra cameras behind the benches to shoot time-outs and intervals of play between periods.

There will be intervals of play of 90 seconds between the first and second period (first half), between the third and fourth period (second half) and before each extra period.

4.21. Instant Replay

The Instant Replay System is mandatory during the entire season, from the Regular Season to the Top 16, the Playoffs and the Final Four. The Host Broadcaster will cooperate as requested by EP and/or the Company to make the implementation of a reliable Instant Replay System possible.

In all games, the Instant Replay System will be used by the referees according to the rules specified further below.

In case of using the Instant Replay System, only the referees and, if required by the officiating crew chief, an English speaking technician, will be present in the area where the Instant Replay System is installed. The officiating crew chief will order any other person not complying with these requirements to leave the area.

The Company will decide on the technology to be used for the Instant Replay System, which could be different depending on the Host Broadcaster but, in all cases, will meet the minimum standards established. The Instant Replay System devices will be installed at the scorer's table.

The position of the Instant Replay System at the scorer's table for all games will be the following:

Playing Court	
Visiting Club Media Director *	
Broadcaster Time-Out Coordinator / Technician + Instant Replay	
Statistician - Backup	
Statistician - Caller	
Statistician - Data Entry	
Table Official - Assistant Scorer	
Table Official - Scorer	
Table Official - Timer	
Table Official - 24-Second Operator	
Technical Court Coordinator	
Speaker	
Euroleague Basketball Delegate	
Visiting Club Media Director *	

* To be located at the position next to the visiting team bench

If needed, on the occasion of the Game of the Week the Company might change these positions.

4.21.1. Procedures for All Replay Reviews

- a)** All replay reviews will be conducted by the referees after gathering as much information as possible from the table officials and the instant replay monitor. The officiating crew chief will make the final decision.
- b)** Only the referees and, if required by the officiating crew chief, an English speaking technician, will be present in the area where the Instant Replay System is installed. The officiating 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.

4.21.2. 00:00 Main Game Clock

Instant replay can be referred to in the following situations:

- 4.21.2.1.** A field goal made with no time remaining on the main game clock (00:00) at the end of any period or any extra period. The referees are authorised to determine the following issues **only**:

- a) Whether the time on the game clock expired before the ball left the hand of the shooter.
- 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 the 24-second clock expired 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 24-second 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).

- 4.21.2.2.** A foul called with no time remaining on the main game clock (00:00) at the end of any period or any extra period. 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).

4.21.3. Fourth or Extra Periods 02:00 or Less Main Game Clock

Instant replay can be referred to in the following situations:

- 4.21.3.1.** The referees are unsure as to who touched the ball last on an out-of-bounds violation or whether it was touched simultaneously by two players. The referees will review the footage to determine the following issue **only**: identify the player who touched the ball last.
- 4.21.3.2.** 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.

4.21.4. Any Time

Instant replay can be referred to in the following situations:

- 4.21.4.1.** An error/malfunction occurs in the main game clock and it does not stop after the referee blows the whistle, or the main game clock starts running before 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 period.
- 4.21.4.2.** An error/malfunction occurs in the 24-second clock and it does not stop after the referee blows the whistle, or the 24-second clock starts running before 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 24-second clock.
- 4.21.4.3.** Individuals engage in a fight. The referees will review the footage to determine the following issues **only**: the identity of all individuals involved in the fight, as well as the appropriate penalty for each individual.

- 4.21.4.4.** 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.
- 4.21.4.5.** The referees are unsure whether a field goal made was a two-point or three-point field goal. The referees will review the footage to determine the following issue **only**: whether the field goal made was a two-point or three-point field goal. The review will take place at the following dead ball when the main game clock is stopped.
- 4.21.4.6.** The referees are unsure whether a 24-second 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 possession). The review will take place at the following dead ball when the main game clock is stopped.
- 4.21.4.7.** The referees are unsure whether a 24-second 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).
- 4.21.4.8.** The referees are unsure whether a foul 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.
- 4.21.4.9.** The referees are unsure whether a foul 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.
- 4.21.4.10.** 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.

4.21.5. Host Broadcasters' Responsibility Regarding Instant Replay

Each Host Broadcaster of all games must make its game feed available on a designated and exclusive TV monitor, which will measure at least 30cm diagonally and will be placed on the scorer's table, for use by the referees, in reviewing instant replays.

A private line of communication with the producer or game director in the TV production truck must be provided by the Host Broadcaster via a clearly labelled headset that will sit next to the designated TV monitor. In addition, an English speaking technician will coordinate all communications between the referees and the TV truck, and will be seated all the time at the scorer's table, to assist the referees anytime during the game.

The referees will communicate with the producer or game director in the truck, in the English language, asking for the replay to be shown to them, in real time, slow-motion or super slow-motion, as requested by the referees. The replay will not be shown to the TV audience or fed to the in-arena video screens, but will only be provided to the designated monitor. After the officiating crew chief has rendered a decision, the replays may be shown on TV, but under no circumstances may the replays be shown on the in-arena video screens. It is the responsibility and obligation of each Host Broadcaster to comply with the requirements of this section.

The Host Broadcaster will never show the four split screen image from the Instant Replay System on TV.

The fixed camera with the official 24-second clock must be shown on the Instant Replay screen(s) at specified times.

It has been decided to implement a standard for the use of the Instant Replay in all Turkish Airlines Euroleague games. In order to gain uniformity on all the courts, this requirement is compulsory.

The system that will be implemented is an EVS+MULTISPLIT MONITOR+CLOCK INSERTED, which also includes an intercom system for communication between the referees and the production crew. The system consists of four camera angles (Camera 1 (central wide), camera 2 (central close), camera 3 (on the left basket floor), camera 4 (on the right basket floor), which are put in a four-window split signal. The fixed image of the game clock is embedded (and resized) in the central area of the screen. This complete signal is switched to an EVS channel of one of the EVS slow-motion machines from the OB van of the Host Broadcaster. An English speaking technician will be present by the playing court during the entire game at all times.

4.22. Technical Rules Clarifications

1. In all games, the home team will have the choice of basket and team bench.

2. The first period and all extra periods will begin with a jump ball in the centre circle. The team that gains control of the live ball on the playing court after the jump ball to start the first period will start the fourth period with a throw-in at the centre line extended opposite the scorer's table. The team that does not gain control of the live ball on the playing court after the jump ball to start the first period will start the second and third periods with a throw-in at the centre line extended opposite the scorer's table. For all other jump ball situations, a jump ball will take place at the nearest free throw circle between the two opposing players involved. If there are more than two players involved in the held ball, the jump ball will be between two opposing players of approximately the same height as

designated by the official. When the game is to be resumed with a jump ball in any other situation, including when a live ball lodges on the basket support structure, the jump ball will take place at the nearest free throw circle between any two opposing players. The two opposing players must have been on the court when the situation leading to the jump ball occurred. If the player designated to jump must leave the game because of injury, having committed his fifth foul or having been disqualified, then his substitute will jump. If no substitute is available, any player designated by the captain will jump.

3. Time-outs:

Each team will be entitled to the following time-outs:

- One 30-second time-out and one 60-second time-out at any time during the first half;
- One 30-second time-out and two 60-second time-outs during the second half. In the last two minutes of the fourth period teams are entitled to a maximum of one 30-second time-out and one 60-second time-out. If no 60-second time-outs have been used by the team prior to the last two minutes, one of these will be cancelled.
- One 60-second time-out at any time during each extra period.

4. Intervals of play:

There will be intervals of play of 90 seconds between the first and second period (first half), between the third and fourth period (second half) and before each extra period.



TV GRAPHICS

5. TV GRAPHICS

5.1. Introduction

As in previous seasons, it will be compulsory to use the official graphic package, including the Turkish Airlines Euroleague replay effect, and any possible variation or inclusion must be previously discussed with the Company's TV and New Media Rights Department.

All graphics will be produced and distributed as a part of the main feed by the Host Broadcaster. The insertion of all graphics that include official Euroleague statistics will be coordinated directly with the official statisticians and, whenever possible, will be directly linked to the official Euroleague statistical software in an effort to provide "real time" and accurate statistical information to the TV viewers.

All graphics must be inserted in the 4:3 safety area, since some TV broadcasters use this format on their domestic broadcasts.

The Host Broadcaster is required to obtain the game clock and 24-second clock via a direct connection to the official clocks, exceptionally by using an unmanned camera to shoot the official clock. The Host Broadcaster must design a single graphic that will include the Turkish Airlines Euroleague logo, the official name of both teams, the official team logos, the "live" score, the "live" game clock and the "live" 24-second clock. This graphic will be a size of approximately one-fifth of the height of the TV screen and will be inserted on a part of the screen that does not obscure the live game footage. It will appear on screen at least following each field goal or final free throw, and will remain for at least three seconds. The graphic will also appear on the Instant Replay screen(s).

EP also encourages its Host Broadcasters to utilise creative graphical presentations of statistics and other information that may not otherwise appear on the official statistics programme. This may include, for example, *Points in the Paint*, *Second-Effort Points*, *Points from Turnovers*, *Fast-Break Points*, *Hustle Points* (rebounds + blocked shots + steals) and other presentations of statistical information that the game producer and commentators deem interesting to their viewers. Of course the Turkish Airlines Euroleague templates will be used.

In addition, EP encourages its Host Broadcasters to insert graphics on players when they are at the free-throw line, to provide their viewers with interesting information about individual players. This would include year-to-date individual player statistics (for example, scoring, assists and rebounding averages), game-to-date individual player statistics and personal information (year and country of birth, languages spoken, teams he played for, etc). To the extent that the Host Broadcaster shows close-up footage of people in the seating area, such as celebrities and VIPs, they are required to insert a graphic with the person's name and affiliation, which will allow the TV viewers, especially in other countries, to know who is being shown on camera.

For purposes of providing an international feed for the Rights Holders of the visiting team's territory and other Rights Holders outside the home market, the Host Broadcaster is required to insert all graphics in English and may, at its option, also produce a secondary graphics feed to its home market in its native language.

5.2. Usage of Graphics

5.2.1. Font

The font will be Open Sans, in white, always in capital letters and without italics.

All font types and sizes are specified below each example.

5.2.2. E-Ball

The official E-Ball will be placed at the left corner of the 4:3 safety area. The black bar will appear beginning at the centre of the E-Ball, on which the box score template will be shown in the following manner:

Home Team Three-Letter Code+ Home Team Score+ Visiting Team Three-Letter Code+ Visiting Team Score+ Period Abbreviation+ Official Game Clock+ 24-Second Clock.

From the E-Ball, the information shown during the game will open to the right and upwards.

From the black bar, there will be two possibilities:

- a)** First possibility: the box score stats will open from the black bar with a maximum of three orange bars, where the box score template will be shown (see Fig. 17).
- b)** Second possibility: when the game is stopped the box score disappears. Then, the E-Ball appears again, the black bar will appear from the centre of the E-Ball to the right, and the orange bars will open until a maximum of 12 bars. The black bar will be used to display the stats title, and the orange bars to display the information to be shown. Once the information has been shown, everything will retract towards the E-Ball. Afterwards (when the game action resumes) the E-Ball will appear again, and will show the box score information (see Fig. 6).

5.2.3. Players

All the names, as well as all the stats information, must be written in capitals, and in the official font: Universe Black Normal.

The name of the players in the tactics template will be abbreviated and contain the full surname. Example: **V. SPANOULIS** (see Fig. 3).

The full name of the players in other templates will be written: Name and Surname. Example: **VASSILIS SPANOULIS** (see any other Fig.)

The first surname must be shown at all times.

a) STARTING FIVE/ ROSTER:

NAME + SURNAME + POSITION + HEIGHT (see Fig. 1)

b) TACTICS:

NAME INITIAL LETTER + “.” + SURNAME + PLAYER NUMBER (see Fig. 3)

5.2.4. Teams

The team names in the box score will be usually written with the three-letter code.
Example: **OLY** for **OLYMPIACOS PIRAEUS**

If there is non-box score information:

Player Complete Stats (orange bar information) Team Three-Letter Code_ Player Number_ Full Player Name (black bar information). Example: **OLY 25 VASSILIS SPANOULIS**

Team Stats Information (orange bar information)_ Full Team Name (black bar information), with the team logo on the right side of the black bar information.
Example: **OLYMPIACOS PIRAEUS LOGO**



Font:

Number: *Semi-bold 32p*

Name: *Bold 32p*

Position: *Semi-bold 32p*

Height: *Semi-bold 32p*

5.2.5. Design

Orange bar: To be filled out with Titles/Player Names and Player Numbers/Team Names/Team Logos.

Black bar: To be filled out with Stats/Court Scene/Rosters/Starting Five

Depending on the information to be shown, the template will contain a maximum of three bars for the box score, and the non-box score template will have a maximum of 12 bars.

As a general preference, abbreviations will not be used when there is enough space to write the title, name, stats or concept. If there are no more possibilities, then the official abbreviation style will be used.

No “.” will be used after an abbreviation, except in names.

(See Appendix F)

5.2.6. Non-Box Score Information: Referees

Full Referee Name and Country Three-Letter Code. (**See Appendix M**)



Font:

Referee Names: *Bold 32p*

Text "Referees": *Bold 38p*

5.2.7. Non-Box Score Information: Commentators

One-bar template for one commentator, two-bar template for two commentators.



Font:

Names: Bold 32p

Orange Bar: 38p

5.2.8. Game Introduction

Orange bar for Official Game Name/black bar for Official Team Name + Official Logo.

5.2.9. Team Rosters

Player Number + Full Player Name + Position + Height. When displaying the rosters of both teams, positions and height will not be shown (see Fig. 1).

5.2.10. Visiting/Home Team Roster

(JUST ONE TEAM) Player Number + Full Player Name + Position + Height (position names: all guards, all forwards, and all centres of the team. Also, Height in meters + “.” + centimetres).

On the orange bar: Team Full Name + Team Logo



Font:

Number: Bold 32p

Name: Bold 32p

Position: Semi-bold 32p

Height: Semi-bold 32p

5.2.11. Visiting/Home Team Roster (Variations)

- a) VISITING/HOME TEAM ROSTER:** Simple Roster with Five Players, In and Out (video sample).
- b) VISITING/HOME TEAM ROSTER + TACTICS:** Simple Roster + Tactics Layout for just one team. In and Total Out (video sample).
- c) TACTICS:** In and Out Tactics.
Middle court on an orange background, Names Abbreviated, big logo at right bottom. On the black bar: Full Team Name.
Players on the tactics template: White font, Abbreviated Name + Full Surname, Player Number in white on the black circle.

5.2.12. Stats Comparison

Orange bar with the Stats Title. Two black bars with Full Team Names and Stats Info.



Font:

Number: Bold 32p

Name: Bold 32p

Position: Semi-bold 32p

Height: Semi-bold 32p

PTS: Semi-bold 30p

5.2.13. Game Score Partials

Orange bar with the Stats Title. Two black bars with the Full Team Names and Stats Info.

5.2.14. Big End of Period Game Score

Black bar with the Official Period Name. Orange background with Logos + Team Names + Score, from the top to the bottom.



Font:

Team Names: Bold 30p

Result: Bold 58p

It is compulsory to finish the game coverage with a general shot and the template shown above with the final score. In addition, at the end of each period it must be remarked if it is the end of the first, second or third period. If there are no extra periods we will use the terms END OF GAME or FINAL SCORE, never "end of fourth period". If there is an extra period, we will use END OF FOURTH PERIOD, and after all the necessary extra periods, we will show END OF GAME or FINAL SCORE.

5.2.15. Box Score: Game Score

Home Team Logo + Home Team Three-Letter Code + Home Team Points + Visiting Team Points + Visiting Team Three-Letter Code + Visiting Team Logo + Period Name + Official Game Clock + 24-Second Clock (when there are less than 10 seconds to go, the 24-second clock information must be displayed in red).



Fonts:

Three-Letter Codes and Clocks: Semi-bold 38p

Score: Bold 38p

Period ID: Semi-bold 31p

5.2.16. Box Score: Players

PLAYER ID orange: Player Number + Full Player Name + Team Logo. Black bar: Position + Height + (if picture available) Player Picture.

The player's picture will not be used in the following cases:

- a) PLAYER VS PLAYER Orange bar: Home Team Name + Home Team Logo + Visiting Team Name + Visiting Team Logo. Orange bar: 1st black bar (starting from the bottom) Home Player Full Name + Visiting Player Full Name + (other black bars) all the stats information to be shown.
- b) PLAYER ALL STATS Orange bar: Player Number + Full Player Name + Team Logo. Black bar: Stats and Player Info.
- c) PLAYER STATS ALL POINTS (box score version) Orange bar: Player Number+ Full Player Name+ Team Logo. Black bar: Stats Info.
- d) PLAYER TECHNICAL FOUL/TURNOVERS/OFF REBS/DEF REBS/...

Orange bar: Team Three-Letter Code + Player Number + Full Player Name + Team Logo. Black bar: Stats Info.



Font:

Black Bars: *Semi-bold 32*

Orange Bar: *Bold 38p*

e) DOUBLE PLAYERS: Two options:

- One stats concept

Black bar: Player Number + Full Player Name + Team Logo

Orange bar: starting from the bottom orange bar, the stats template name must be inserted, and the rest of orange bars will include the stats.



Font:

Black Bars: Semi-bold 32

Orange Bar: Bold 38p

- Three stats concepts
- Black bar: any category comparison + PTS + REB + AST
- Orange bar: Player Number + Full Player Name + Team Logo + Stats



Font:

Black Bars: *Semi-bold 32*

Orange Bar: *Bold 38p*

5.2.17. Box Score: Lower Third

To be filled out with historical and interesting information, and miscellanea.

Black bar: Player Number + Full Player or Team or Coach Name + Team Logo

Orange bar: One to five lines of text will be displayed depending on the amount of information.

5.2.18. Box Score: Tricomparison

Bottom black bar: Full Team Name + Team Logo

Orange bar: Player Number + Full Player Name + Stats Info

Top black bar: Points (PTS) + Field Goals (FG) + Rebounds (REB) + Assists (AST). This information must always be displayed with the three-letter code.

5.2.19. Box Score: Teams

- a)** TEAM ALL STATS black bar: Full Team Name with Team Logo + Full Visiting Team Name with Logo. First orange bar: from the top, POINTS, FT%, 2pt shot %, 3pt shot %, FOULS, AST, etc.
- b)** TEAM STATS ALL POINTS black bar: Full Team Name with Team Logo + Full Visiting Team Name with Logo. Orange bar: POINTS
- c)** THREE SCORERS black bar: TOP SCORERS + PTS + Team Logo. Orange bar: Player Number + Full Player Name + Points (from the best scorer on the top to the three best scorers at the bottom).
- d)** FIVE SCORERS black bar: TOP SCORERS + PTS + Team Logo. Orange bar: Player Number + Full Player Name + Points (from the best scorer on the top to the five best scorers at the bottom).



Font:

Top Scorers: Bold 29p

Names and Info: Semi-bold 29p

The official team logo will be displayed to show the Top Scorers of only one team. No logo will appear to show the Top Scorers of the game, mixing players from both teams.

5.2.20. Box Score: Standings

- a) RESULTS bottom orange bar: Official Round Name. Black bars: Four bars (Home Team Score + Visiting Team Score). Top black bar: Group Name + RESULTS.



Font:

Top Scorers: Bold 29p

Names and Info: Semi-bold 29p

Orange Bar: Bold 28p

- b) STANDINGS:** bottom orange bar: Official Round Name. Black bars with Home Team Full Name + Total Games Played + Games Won + Games Lost. Upper black bar: STANDINGS + Group Name + G W L.



Fonts:

Three-Letter Codes and Clocks: Semi-bold 38p

Score: Bold 38p

Period ID: Semi-bold 31p

Top Scorers: Bold 29p

Names and Info: Semi-bold 29p

5.2.21. Box Score: Coaches

Orange bar: COACH + Full Team Name + Team Logo. Black bar: Full Coach Name.

5.2.22. Box Score: Double Feature

The information of each coach will be aligned to the left side. The E-Ball will appear at the bottom centre of the screen, on the centre line dividing the screen. The bars containing the information of the coaches will be displayed on the right and left sides.

RIGHT black bar: Home Coach Full Name + Home Team Full Name + Team Logo.
Orange bar: COACH

LEFT black bar: Visiting Coach Full Name + Visiting Team Full Name + Team Logo.
Orange bar: COACH



Font:

Teams: Semi-bold 25p

Names: Bold 30p

Orange Bar: Bold 32p

This template is usually used to show both coaches on the screen. However, it can also be used to show two key players, or remark any interesting face off, including presidents, managers, etc. For split screen images, the template shown above will be used.

5.2.23. Box Score: Current Period Points

Orange bar: Period Name (1, 2, 3, 4, etc). Black bars: two bars. Full Team Name + Points per Period + Total Game Score.



Font:

Team: Semi-bold 32p

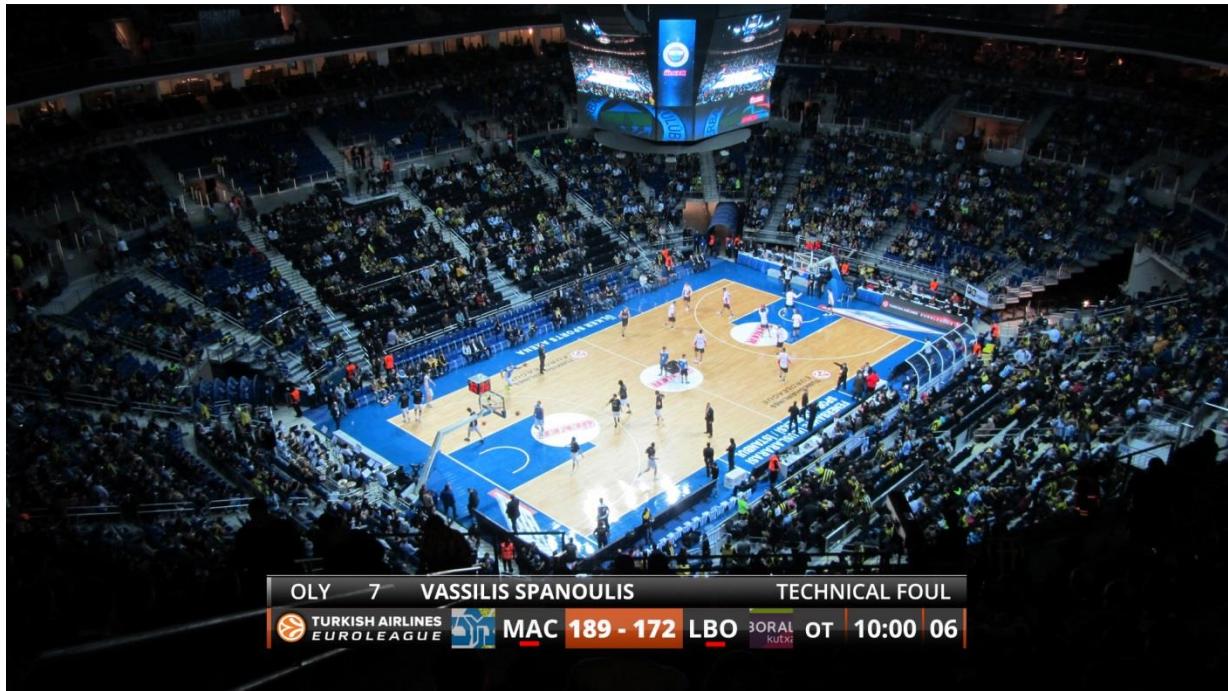
Period Results (QT Results): Semi-bold 32p

Final Result: Bold 32p

5.2.24. Box Score: Information

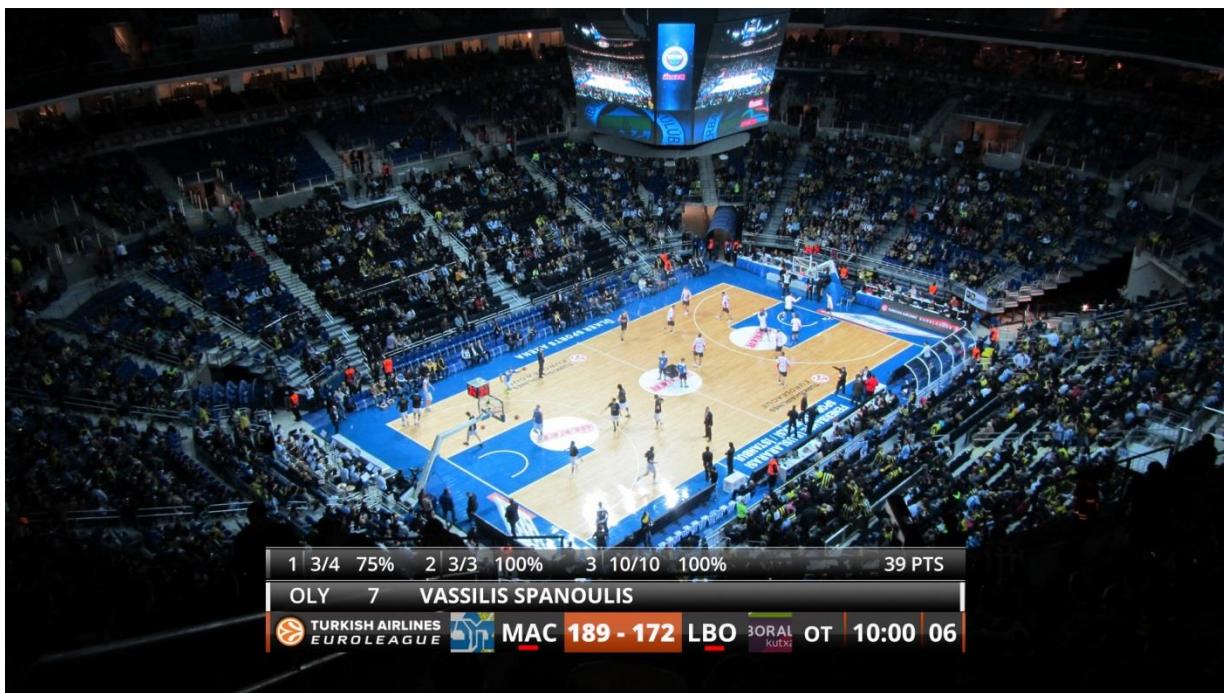
Home Team Logo + Home Team Three-Letter Code + Home Team Points + Visiting Team Points + Visiting Team Three-Letter Code + Visiting Team Logo + Period Name + Official Game Clock + 24-Second Clock (when there are less than 10 seconds to go, the 24-second clock information must be displayed in red).

When the fifth team foul is called, a red bar below the Three-Letter Code of the team who has committed the fifth foul. This will help the audience to understand the concept of the foul bonus and will encourage all commentators to explain it. From the fifth foul on, the newly added team's fouls (6, 7, 8...) will not be shown, because this information is unnecessary and may distract the spectators' attention.



The box score will display a maximum of three black bars with information. The information will be clearly readable and will never appear while the game is in action on the screen. It will be displayed during free throws, player's injuries, game stopped, etc.

These types of graphics can be shown in non-online templates. They can also appear in the box score version, particularly when there is only one bar, focused on a player, coach or team, to offer an extra value to the audience.



Fonts:

Three-Letter Codes and Clocks: Semi-bold 38p

Score: Bold 38p

Period ID: Semi-bold 31p

Top Scorers: Bold 29p

Names and Info: Semi-bold 29p

5.2.25. Replay Effect

The official Turkish Airlines Euroleague swipe replay effect will be distributed with the official graphic package. It must be used as the official transition to go into a replay, and also to go back to live action.



5.3. Running Order Graphics

The Running Order Graphics show the presentation of the game.

At the end of each period it is compulsory to show the score.

At the end of the game the result will be displayed, as well as the summary of the most important figures of the game.

5.4. Game of the Week Graphics

The following graphics are mandatory in the international feed of all Game of the Week broadcasts.

It is compulsory to use the Game of the Week Opening/Closing sequences. In addition, the jingle must be played three minutes after the end of the second period and three minutes before the start of the third, as per running order specifications as set forth in Article 6.5 Broadcasting Obligations (Game of the Week).



GAME OF THE WEEK

6. GAME OF THE WEEK

6.1. Introduction

EP thanks all the Host Broadcasters for their great job throughout last seasons for their production assistance all around Europe. Thanks to this effort, each Game of the Week was the best distributed game in the world each competition week.

Each week, the Company will choose one "special" game every Thursday at 20:45 CET (with some exceptions: special territories such as Russia where the 20:45 tip-off time will not be applied, or the Playoffs, which are traditionally played on a week day, from Tuesday to Friday) among the various games played by the Turkish Airlines Euroleague teams. By the end of the season EP will be offering, from the Regular Season to the Final Four, a minimum of 31 to a maximum of 33 games full of drama, passion and excitement, branded as the Game of the Week, primarily targeting an important growth overseas, a constant increase in Euroleague global TV audiences and in Euroleague commercial assets and values.

The clubs hosting a Game of the Week at their arenas will designate a person responsible for the Game of the Week to assist the travelling staff appointed by the Company in the organisation of the necessities for this event, including all related marketing, audiovisual and communication initiatives. This person will be able to communicate fluently in English.

The Game of the Week formula will continue as in the past season, with a reduced number of videos and more involvement by each Host Broadcaster in order to launch all the video playlists, as well as the special Game of the Week graphics, from each OB van.

6.2. Enhanced Production

A representative crew provided by the Company will travel to each Game of the Week court to coordinate, shoot and produce the material to edit the different video clips that will be enhanced to the international feed, including but not limited to:

Day before the Game:

- a)** Possibility of shooting self-presentation of all registered players wearing the official playing uniform of their respective team.
- b)** Special interviews to club members (including players and coaches) regarding their professional path and the Game of the Week.

c) Turkish Airlines Euroleague branded interviews and/or special messages with players to promote the competition, its events, its clubs and its players, as well as the social action programmes conducted by the Company.

d) Footage of the team practices will be shot.

The Company will designate the players and coaches to be interviewed and will decide on the appropriate location for the recording.

The Company will elaborate, in coordination with the clubs, a detailed schedule of the activities that will be held the day before the game, taking into account the team practice times, all official media services, and the usual routine of the teams.

Game Day:

a) The teams' arrival at the arena and the first three minutes of the teams in the locker rooms.

b) Possibility of conducting an on-court flash interview to one player per team during the warm-up of the game.

c) The time-outs may be broadcast live.

d) Half-time on-court flash interview at the end of the second period with one home team player that will be broadcast live.

e) Half-time on-court flash interviews with both head coaches (separately) that will be broadcast live two or three minutes before the start of the third period of the game.

f) Immediately after the game, on-court flash interviews with the winning team's MVP and the winning team's head coach (separately) that will be broadcast live.

g) All interviews must be conducted in English.

h) Media directors will assist the Host Broadcaster by providing players and coaches.

All interviews will be recorded in English. In the case that the interview is conducted in another language, the Game of the Week broadcast will be subtitled.

On-Court Promotions during the Game:

In the event that the home club wishes to organise any on-court promotion (even if it is prior to the game), it will inform the Company well in advance so that the promotion can be included in the Game of the Week activity schedule.



The team presentation will be conducted in accordance with the Company's instructions and the Game of the Week Running Order.

6.3. Game of the Week Schedule

The Company will inform the clubs as to the game selected as Game of the Week within the following deadlines:

Regular Season:

- Round 1 - Round 5: 15 days prior to the start of the competition.
- Round 6 - Round 9: 10 days prior to Round 6.
- Round 10: 24 hours following Round 9.

Top 16:

- Round 1 - Round 3: 10 days following Round 1.
- Round 4 – Round 12: 10 days prior to each round.
- Round 13 - 14: 24 hours following Round 12.

Playoffs:

- Game 1 and Game 2: the day after the last Top 16 game at 21:00 (CET).
- Game 3: 24 hours following Game 1.
- Game 4: 24 hours following Game 3.
- Game 5: 24 hours following Game 4.

Exceptionally the Euroleague Basketball CEO may change a Game of the Week previously selected and designate a new one.

6.4. Enhanced International Feed: Running Order

The Company will distribute the Euroleague Game of the Week Running Order model once it has been defined.

(See Appendix H)

6.5. Broadcasting Obligations

Commencing with the 2014-2015 season, the Host Broadcaster of any Game of the Week is requested to guarantee the best basketball production as possible.

- a)** The Host Broadcaster is kindly requested to book a place for the Company's Game of the Week coordinator in the OB van close to the game director but also to the graphics operator.
- b)** The Host Broadcaster will broadcast the official Game of the Week opening/closing sequence 10 minutes prior to tip-off and three minutes after the end of the game.
- c)** The special Game of the Week jingle or the Game of the Week period-break sequence will be used at the end of the first, second and third period, but also at the beginning of the third period.
- d)** Both the opening/closing sequence and the period-break sequence must be used during the international feed production, but it is also a contractual obligation to broadcast them in every game broadcast.
- e)** Each Host Broadcaster will be requested to shoot and edit both the home team's and the visiting team's arrival at the arena, their walk from the bus or private vehicles to the locker rooms and inside the locker rooms before the start of the game. Once all footage has been recorded, every Host Broadcaster will edit a video clip including 30 seconds of the city, 10 seconds from the outside of the arena, and a 45-second playlist with footage of the arrival of both teams at the arena and their walk from the bus or private vehicles to their locker rooms, as well as footage inside the locker rooms. The complete playlist will last no longer than 2:30 minutes, and will be used as the Game of the Week introduction right after the official opening sequence.
- f)** Each Host Broadcaster will be responsible for broadcasting the full roster graphics and the sponsored starting five graphics between two and four minutes before the tip-off time of the game. The Company's Game of the Week coordinator will monitor and coordinate the information between the scorer's table and the OB van 10 minutes before the tip-off time of the game so that the right starting five graphics are displayed.
- g)** Each Host Broadcaster is invited to add extra cameras to its production plan.
- h)** Each Host Broadcaster must deliver to a SNG provided by EP, in the TV compound, the programme feed in HD.
- i)** The Host Broadcaster will place a hand-held camera and a perch microphone behind each bench to shoot and listen to coach instructions during time-outs.
- j)** The Host Broadcaster will place the extra microphones to receive the best crowd audio as possible.

- k)** Each Host Broadcaster will be responsible for incorporating the content of the international feed of all Euroleague Games of the Week that is provided by the Company's Game of the Week coordinator on site during half-time.

6.6. Camera Positions

EP encourages the Host Broadcaster to place more cameras in its TV camera plan for the Game of the Week inside the arena, including but not limited to the reverse angle camera, the pole cam, the crane cam, the mini cams above and behind the baskets, etc. The exact location for all these cameras must be discussed and agreed in full cooperation by the Host Broadcaster directly with the Company's TV and New Media Rights Department and MEDIAPRO following the space restrictions in each arena.

EP identifies 10 extra cameras to improve the broadcasting quality during the Game of the Week. EP kindly asks the Host Broadcaster to use some of these cameras at the criteria of the Host Broadcaster's game director to find the excellence of the TV production during the Game of the Week:

- Camera 8, 11X
 - Action, Replays, Free throws
 - Positioned on top of the left basket
 - This can either be a mini camera with pan and tilt movement or a pole cam can be used, limiting obstruction to the crowd and with great mobility.
- Camera 9, 11X
 - Action, Replays, Free throws
 - Positioned on top of the right basket
 - This can either be a mini camera with pan and tilt movement or a pole cam can be used, limiting obstruction to the crowd and with great mobility.
- Camera 10, 86X
 - Super Slow, Replays
 - Positioned left corner path, on a 2X2X2 platform
 - Follows the action in close up, for the best replays
- Camera 11, 86X
 - Super Slow, Replays
 - Positioned right corner path, on a 2X2X2 platform
 - Follows the action in close up, for the best replays

- Camera 12, 11X
 - Steadycam
 - Positioned courtside with mobility
 - To be used for pre-game presentation, faces in the crowd, time-outs, etc.
- Camera 13, 100X
 - Coach right bench
 - Situated high up on the side of the wide shot, in a corner with visibility of the entire bench.
 - Follows coach and bench for reactions during live play
- Camera 14, 100X
 - Coach left bench
 - Situated high up on the side of the wide shot, in a corner with visibility of the entire bench.
 - Follows coach and bench for reactions during live play
- Camera 15, 11X
 - Hand-held camera
 - Behind the left bench
 - To be used during time-outs and possible post-game interviews
- Camera 16, 11X
 - Hand-held camera
 - Behind the right bench
 - To be used during time-outs and possible post-game interviews
- Camera 17, 100X
 - Reverse Angle
 - On an elevated platform, reverse angle of the wide shot
 - Follows the authorities and VIPs following the game

6.7. Technical Requirements

6.7.1. Format

In order to confirm the progress made last year, this season all the Games of the Week will be distributed in High Definition 16:9 aspect ratio with English graphics, 4:3 safety area (action and graphics 4:3 safety area).

6.7.2. Tape Machines

- Replays
 - OB vans must use EVS hard disc recording devices (six channels) and the OB van must record all camera inputs.
- Instant Replay
 - A tape recorder with remote jug will be installed at the scorer's table for playback of the four split screen (see Instant Replay section).

- Recordings
 - HD Cam recording for High Definition productions of the produced feed (with graphics).
 - Four DVD recordings of the produced feed.

6.7.3. Copies of the Games

All Host Broadcasters must provide the Company with one broadcast-quality DVD or Beta Digital tape of each game broadcast (local feed) that includes all graphics, commercials, commentator audio and effects audio. These DVD or Beta Digital recordings will be sent directly to EP no later than 48 hours after each game broadcast.

6.7.4. Internal Communications

Intercom

- Digital matrix, 32 inputs
 - 8 intercom panels
 - IFB, 4 out min.
- Beltpacks wired 6
 Beltpacks wireless 4
 CODEC ISDN for stand-ups.

6.7.5. Commentary Positions

- One fully equipped position for the Rights Holders of the visiting team's territory could be requested.
- CODEC, headsets, 14" monitor for the international feed, 14" monitor with the official stats
- Basic Light kit for post-game interviews and stand-ups

6.7.6. Video Mixer

General characteristics of the mixer will be (depending on the amount of cameras, but always with the minimum mentioned):

Inputs	24-48
M/E	2-4
DSK	4-6
DVE channels	4-8
Aux Out	10-24
Ram rec. + Image conv.	4-8 + 4-8
Sound	24 in 16out

6.7.7. Lighting

See Article 4.16.

6.7.8. Microphones

EP expects that all games will be produced with full audio effects and properly mixed so the TV viewers are able to clearly *hear* the court and crowd sounds. This includes the placement of unmanned “effects” microphones placed at strategic locations around the court, on the basket supports and in other positions near the cameras and will, therefore, be subject to cable routing as described in **Appendix D**.

6.8. Commercial Obligations

EP is authorised to manipulate, and to authorise any other person to manipulate, the materials produced in connection with the licensed rights or any other recordings, by means of any technology (including but not limited to those digital technologies inserting virtual advertising). In all cases, virtual advertising or other similar forms of electronic insertions or manipulations will respect the law in the territory and any relevant broadcasting regulations applicable to the broadcasts of the Rights Holder (or the TV broadcaster that it may designate) in the territory. In particular:

- a)** Virtual advertising must not be inserted in a way that changes the quality of the programme or obscures, even in part, the TV audience's view of the action.
- b)** Virtual advertising may be inserted on the playing court only outside play times.
- c)** No virtual advertising will appear on persons or on their equipment.
- d)** Virtual advertising must not be used for products or services for which TV advertising is prohibited in the territory.

The Rights Holder or the TV broadcaster that it may designate will not manipulate the materials referred to above or any other recordings by any of the means mentioned above, unless it is required by local laws and any relevant broadcasting regulations applicable to the broadcasts of the Rights Holder (or the TV broadcaster that it may designate) in the territory and only with the prior written consent of EP. In all cases, virtual advertising will not be made in favour of products or services directly or indirectly in competition with, or linked to, other Euroleague sponsors.

Moreover, all the Rights Holders broadcasting the Game of the Week are required to show the complete sequence of the international Game of the Week feed, starting from 10 minutes prior to tip-off and finishing five minutes after the game, with all the possible pre-produced video material sponsored by the different main sponsors of the competition, including but not limited to:

- Opening/closing sequences
- City images + arena view
- Teams' arrivals + locker rooms
- Team rosters
- Starting Five tactical graphic with the teams' sponsors
- Self-presentations of players
- Game analysis
- Focus On sponsored by Turkish Airlines
- Top 10 sponsored by Turkish Airlines
- Best Player of the Game: video + interview with the sponsors' backdrop
- Play of the Game

The Host Broadcaster recognises and accepts that advertising may be added to the video material of the list above. All contents listed between parentheses may be produced and broadcast on some or all occasions.



SATELLITE DISTRIBUTION

7. SATELLITE DISTRIBUTION

7.1. Introduction

MEDIAPRO has been assigned by EP to assist with the administrative and technical coordination of signal transmissions for all games to worldwide Rights Holders. MEDIAPRO is also in charge of the necessary technical planning, coordination and delivery of signals for Rights Holders or the TV broadcasters that they may designate.

EP may designate another technical partner, apart from MEDIAPRO, to deliver any type of Euroleague footage or programme.

The origin of the signal is either the DSNG truck on site or the Master Control Room of the TV station acting as a Host Broadcaster.

In order to avoid piracy, MEDIAPRO or any other external partner designated by EP are entitled to encrypt the signal of each of the games, using BISS encryption or similar. The encryption code will be notified to the Rights Holders or the TV broadcasters that they may designate at least 24 hours in advance of the transmission.

All signals will be uplinked with a minimum of two high quality audio signals. One of these audios is always dedicated to the international sound. When available, the Rights Holders of the visiting team's territory are entitled to request the remaining audio track for their own use. Other Rights Holders (or the TV broadcasters that they may designate) receiving the same feed can only use the commentary tracks as a guide for their own broadcast.

7.1.1. Audio Channels

Every commentary position requested is required to have the following audio configuration:

Channel 1: international sound
Channel 2: international sound
Channel 3: local sound
Channel 4: Visiting Broadcaster's audio

7.2. Formats

Whenever possible all competition games will be distributed in High Definition 16:9 aspect ratio, 4:3 action and graphic safety area, with English graphics on 9 MHz digital channels, located on AB1, AB2, AB3, Eutelsat W1 or W2 when available. The Game of the Week will be as well produced and distributed in full High Definition.

For Rights Holders that do not have the capacity to downlink the feeds on these satellites, this issue will be dealt with separately. For the satellite distribution, MEDIAPRO is assisted by OVERON, a company of the MEDIAPRO Group.

Satellite transmissions start 15 minutes prior to tip-off for standard games and 20 minutes prior to tip-off for the Games of the Week.

Rights Holders can request pre and post multi unilateral to MEDIAPRO and these will be confirmed upon availability.

7.3 Distribution (Europe, Asia, United States)

Rights Holders will receive an offer sheet of each round each Friday prior to the first game of the round. Each Rights Holder or the TV broadcaster that it may designate is required to fill out this sheet, marking the games it is intending to broadcast. The deadline for each of the rounds is every Tuesday prior to the first game of the round, at 12:00 GMT.

COMMERCIAL OBLIGATIONS

8. COMMERCIAL OBLIGATIONS

8.1. Commercial Protocols

EP has the exclusive worldwide right to license for commercial, promotional and programming purposes the use of the names, logos, uniforms, game action photos, Euroleague footage and other intellectual property of EP and each club ("EP Intellectual Property"). There may be no use of EP intellectual property by a Rights Holder or the TV broadcaster that it may designate unless authorised by EP or within the context of a Euroleague Licence and Broadcasting Agreement between a Rights Holder and EP. A club wishing to use (or to authorise a club's licensee or authorised sublicensee to use) EP intellectual property must obtain the prior written consent of EP.

In the context of Euroleague Licence and Broadcasting Agreements, EP would like to remind its partners that the integrity of EP's trademarks is of critical importance to EP's efforts to increase brand penetration. Therefore, all EP partners must follow the Turkish Airlines Euroleague branding guidelines established by EP.

8.2. Use of Technology to Modify Advertising

No technology may be used or applied during, or applied to, a broadcast of a game that would (i) obscure or replace during the game broadcast any banner, placard, billboard, message board, rotating sign, virtual advertising or other similar means of advertising located in the arena where said game is played, or (ii) insert any advertising into the game broadcast.

The Company may edit the signal to insert any advertising and/or to ensure that the broadcast is in compliance with all laws of the territory and any other relevant broadcasting regulations.

8.3. Scrambling

Except as expressly authorised by the Company's TV and New Media Rights Department, all game broadcasting backhaul feeds and satellite feeds to cable, satellite and or terrestrial carriers must be secure (i.e., scrambled, digitally compressed or transmitted via private fibre). The cost of securing backhaul feeds and satellite feeds to stations authorised to receive the signal, as a part of a Euroleague Licence and Broadcasting Agreement, will remain the responsibility of the Host Broadcaster. EP has the right to require that all Host Broadcasters provide evidence to EP, upon reasonable demand that all backhaul and satellite feeds have been secured.

8.4. Use of Broadcasting Enhancements and Sponsor Identification

No sponsor or TV broadcaster name, logo or other identification may be used or displayed during a game broadcast in any way that, in the Company's and EP's opinion, would degrade the quality or integrity of the game broadcast. With respect to the "game action" portions of game broadcasts, the name, logo or other identification of a sponsor (i) may appear on-screen only as part of a broadcasting enhancement specifically related to a game or broadcasting element (e.g., shot clock or lower-third scoreboard), (ii) may appear on-screen for no more than five consecutive seconds, and (iii) may not appear on-screen more prominently than the game or broadcasting element to which it relates (e.g., the on-screen display of a sponsor's logo in connection with a shot clock enhancement may not be larger than the on-screen display of the shot clock itself).

Certain Broadcasting Agreements may contain additional provisions that restrict the commercial content that can be included in the game broadcasts, including identification of third-party companies and brands. In addition, the standard Euroleague Licence and Broadcasting Agreement provides certain rights to EP to insert sponsor identification into the opening and closing sequences and at other times.

8.5. Mandatory Copyright Notification

Prior to the start of each season, the Company will provide all Rights Holders with package of pre-produced elements, including opening and closing sequences, which will include EP copyright notification. In order to assure that EP's copyright is properly displayed for all viewers, all Rights Holders must ensure that the opening and closing sequences, which are provided by the Company, are aired before and after every game broadcast. No additional station or carrier logo or identification may be included on the screen while these notices are being aired.

8.6. Off-Season Basketball Events

No club practice or scrimmage, off-season basketball game, friendly game, international game, summer league or public exhibition or competition of basketball skills (e.g., a "slam dunk" contest) involving any club, exploited in any media, live or on tape, may be broadcast by any Rights Holder, club or other entity, without the written authorisation of EP.

8.7. Turkish Airlines Euroleague Final Four

All audiovisual and related commercial rights pertaining to the Turkish Airlines Euroleague Final Four are exclusively and solely owned by EP.

EP reserves all rights to oversee and control the TV production of all Turkish Airlines Euroleague Final Four games and related activities, and to produce the games in accordance with standards that it will determine in its sole discretion. However, in each case, the production standards, facilities and other matters will be determined by EP, in consultation with the applicable Host Broadcaster, in its sole discretion and will be subject to applicable agreements. The Euroleague TV Broadcasting

Manual is not necessarily applicable to the Turkish Airlines Euroleague Final Four and will, instead, be governed by a separate agreement between EP and the Host Broadcaster of each Turkish Airlines Euroleague Final Four. For the Final Four, EP expects that the production standards will be substantially enhanced in terms of equipment, preparation and the experience of the personnel.

8.8. Opening/Closing and Period-Break Sequences

The Company will provide each Host Broadcaster with pre-recorded opening, closing and period-break sequences, of a duration no longer than 40 seconds each, which will include graphics depicting the official Turkish Airlines Euroleague logo, sponsor identification (at the Company's option), music and other elements, which are designed to *brand* all broadcasts so the viewer will be able to easily identify the game as a *Turkish Airlines Euroleague game*. All Host Broadcasters are required to utilise these sequences.

The Company will provide each Host Broadcaster with pre-recorded period-break sequences, of a duration no longer than 20 seconds each, which will include graphics depicting the official Turkish Airlines Euroleague logo, sponsor identification (at the Company's option), music and other elements, which are designed to *brand* all broadcasts so the viewer will be able to easily identify the game as a *Turkish Airlines Euroleague game*. All Host Broadcasters are required to utilise these sequences.

8.9. Promotional Spots

The Company will provide each Host Broadcaster with a series of pre-recorded promotional spots, in durations of 10 seconds, 15 seconds and 30 seconds, which are designed to promote the Turkish Airlines Euroleague brand and tune-in (viewer ship) of the games on TV. The Host Broadcaster's obligation to run these spots is specified in each individual agreement. Moreover during the compulsory TV time-outs in each game, 30 seconds per TV time-out will be reserved for these promotional spots. Regardless of these obligations, EP requests the cooperation of the TV partners in assisting them in promoting viewer ship of the game broadcasts as aggressively as possible. These new spots will be produced in a manner that will allow each individual station to easily insert local information, including language, as well as a graphic specifying the date, time and channel for each game broadcast.

8.10. Official Names

Before the start of each season, the Company will provide to each Host Broadcaster the correct and complete list of the official name and logo of each Euroleague and Eurocup club. Without exception, all graphics, verbal references by the commentators and other references to each club must utilise the official name and logo of the Euroleague and Eurocup clubs.

8.11. Euroleague Microphone Cubes

Before the start of each season, the Company will provide each Host Broadcaster with four microphone cubes, which will be four-sided cubes, two sides of which will be pre-applied with the Turkish Airlines Euroleague logo and the other two sides of which will be pre-applied with the E-Ball logo. All Host Broadcasters must utilise these microphone cubes for all reporters' hand-held microphones.

ADDITIONAL PRODUCTION ELEMENTS AND REQUIREMENTS

9. ADDITIONAL PRODUCTION ELEMENTS AND REQUIREMENTS

9.1. Weekly Highlights Fees Via Satellite

Euroleague highlights will be offered by MEDIAPRO on a free-of-charge basis to all Rights Holders. These highlights will be distributed in high definition 16:9 aspect ratio on 12 MHz digital channels, located on AB1, AB2, AB3 Eutelsat W1 or W2 when available. Highlights will be offered on all rounds at approximately 24:00 CET.

All non-rights holders will be entitled to officially request access to the weekly highlights to the Company's TV and New Media Rights Department by the acceptance of a contribution to rights fees and/or production costs, which will be negotiated by the parties involved and established in an official agreement between the non-rights holder and EP.

9.2. Turkish Airlines Euroleague Magazine

Euroleague.tv is a web TV channel where the fans enjoy the best experience of the top professional basketball club competition in Europe on the internet.

This weekly 26-minute magazine is launched each Saturday afternoon around 18:00 CET, via satellite and then on-demand throughout the season for all TV partners, and on a non-exclusive basis. Said magazine is provided with a script in English language and the TV partner has the right to add audio file in the official language of its territory.

The programme also shows clips, analysis, standings, previews and news, together with players'/coaches' quotes on the competition.

In case of interest, a pilot show magazine and Running Order are available. The fee for each subscription will be negotiated by the parties involved and established in an official agreement between the Magazine taker and EP.

9.3. Give and Take

EP started in 2009 a news exchange service between all clients. The purpose of this service is to provide Rights Holders or the TV broadcasters that they may designate with more material in order to better promote and preview the games. The idea is that each of the Host Broadcasters contributes the material that it shoots from each of the teams during the week, by saving this footage in a FTP folder especially dedicated to this exchange.

The material that will be provided by the Rights Holders or the TV broadcasters that they may designate includes but is not limited to:

- Raw material shot during the past Turkish Airlines Euroleague games (replays, ISO cameras players, coaches, etc)
- Video material of practices
- Interviews with coaches and players about Turkish Airlines Euroleague games (past games and upcoming games)
- Institutional events of the club, its president, etc.

The material will not include footage of the Domestic Competitions for obvious legal reasons. A tentative limit of duration of the material that the Rights Holders or the TV broadcasters that they may designate will produce is 10 minutes, and must be used for news or special reports.

The idea is that the exchange takes place each Tuesday at a time to be confirmed. In this way, the Rights Holders or the TV broadcasters that they may designate will have enough time to prepare the material and work with it. In addition, Tuesday allows EP to work with the most "updated" (close to game-day) footage as possible.

9.4. Euroleague News Service (ENS)

During the 2011-2012 season EP launched the Euroleague News Service (ENS). This service is an improved distribution format to provide the TV broadcasters and EP partners with all the necessary Euroleague content and promotional material for optimal Euroleague coverage through an easily accessible website from which they can download files.

Before the beginning of the season the TV broadcasters are provided with a web address as well as a username and password in order to access and download this material.

This new service is not only catered to providing TV broadcasters with the necessary materials to produce Turkish Airlines Euroleague games but also in order to, upon request, provide specific video content of specific players, coaches or events to a specific broadcaster.

9.5. Agreement with Eurosport

Every week during the season, Eurosport 2 is broadcasting a 26-minute preview magazine programme. This programme includes highlights of both Eurocup and Turkish Airlines Euroleague competitions or other events of the Company.



APPENDIX XI

INSTANT REPLAY

APPENDIX XI

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 table officials and the instant replay monitor. The officiating crew chief will make the final decision.
- b)** Only the referees and, if required by the officiating crew chief, an English speaking technician, will be present in the area where the Instant Replay System is installed. The officiating 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 Main Game Clock

Instant replay can be referred to in the following situations:

2.1.

A field goal made with no time remaining on the main game clock (00:00) at the end of any period or any extra period. The referees are authorised to determine the following issues **only**:

- a)** Whether the time on the game clock expired before the ball left the hand of the shooter.
- 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 the 24-second clock expired 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 24-second 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 main game clock (00:00) at the end of any period or any extra period. 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 or Extra Periods 02:00 or Less Main Game Clock

Instant replay can be referred to in the following situations:

- 3.1.** The referees are unsure as to who touched the ball last on an out-of-bounds violation or whether it was touched simultaneously by two players. The referees will review the footage to determine the following issue **only**: identify the player who touched the ball last.
- 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.

Article 4. Any Time

Instant replay can be referred to in the following situations:

- 4.1.** An error/malfunction occurs in the main game clock and it does not stop after the referee blows the whistle, or the main game clock starts running before 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 period.
- 4.2.** An error/malfunction occurs in the 24-second clock and it does not stop after the referee blows the whistle, or the 24-second clock starts running before 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 24-second clock.
- 4.3.** Individuals engage in a fight. The referees will review the footage to determine the following issues **only**: the identity of all individuals involved in the fight, 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 field goal made was a two-point or three-point field goal. The referees will review the footage to determine the following issue **only**: whether the field goal made was a two-point or three-point field goal. The review will take place at the following dead ball when the main game clock is stopped.
- 4.6.** The referees are unsure whether a 24-second 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 possession). The review will take place at the following dead ball when the main game clock is stopped.

- 4.7.** The referees are unsure whether a 24-second 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 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 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.



APPENDIX XII

**ADMINISTRATIVE PROCEDURE
REGULATIONS
FOR THE EUROLEAGUE
QUALIFYING ROUNDS GAMES**

APPENDIX XII**ADMINISTRATIVE PROCEDURE REGULATIONS
FOR THE EUROLEAGUE QUALIFYING ROUNDS GAMES****Article 1. Officials Expenses**Expenses per game

The expenses to be charged to the clubs participating in this phase will be the following:

- Travel expenses (flight tickets/train tickets/car km, etc).
- Meal expenses (a maximum of two meal allowances of 40 euros each per game day).
- Other expenses (taxi from airport-hotel, hotel-arena, etc).

With reference to accommodation, the host of the Euroleague Qualifying Rounds games must book the hotel where the officials will stay for a maximum of five nights (the night before the games and the night of the games).

Accommodation will be provided in a 4-star hotel on a bed and breakfast basis.

All officials expenses will be covered by the participating clubs proportionally to the games played by each team.

Article 2. Procedure for Officials Expenses Charged to EP and the Clubs

In accordance with the expenses described previously, each of the three referees will issue an invoice to EP. Subsequently, EP will issue an invoice to each of the clubs according to the games played.

The clubs will make the payment immediately upon receipt of the corresponding invoice issued by EP.



APPENDIX XIII

FINANCIAL STABILITY AND FAIR PLAY REGULATIONS

To be applied commencing with the 2015-2016 season

APPENDIX XIII**FINANCIAL STABILITY AND FAIR PLAY REGULATIONS****Article 1. Object**

The object of these regulations is the following:

- a) Ensure good financial practice in the competitions organised by the Companies.
- b) Guarantee the transparency and credibility in the finances of the participating clubs.
- c) Ensure the financial stability of the clubs and the competitions organised by the Companies, through a balanced budget and a consolidated equity, protecting the long-term viability and sustainability of the competitions organised by the Companies.
- 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 during the competitions organised by the Companies.

Article 2. Financial Criteria

Each club (club holding a licence and/or club applying for a licence in accordance with the Euroleague Bylaws) will have to comply with the following criteria in order to maintain its licence or apply for one:

- a) Not having overdue debts with players, coaches or employees that may be claimed from any other club participating in the competitions, the Companies and/or any tax or social authorities.

- b) Not having been formally declared bankrupt or insolvent by a competent body in its home country and not having entered into liquidation or dissolution.
- c) Not presenting an aggregate deficit from the three immediately preceding seasons that exceeds 10% of the club's budget average. Depreciations, write-offs, investments in the club's facilities, and expenses related to the youth programmes will not be taken into account for the debt calculation.
- d) Presenting a budget of a minimum of 4,000,000 euros.
- e) Having a budget allocated to player salaries that does not exceed 65% of the total budgeted expenses of the club.
- f) Not having direct or indirect contributions from the shareholders of each club representing more than the following percentages of the budgeted expenses: 75% in the first season (2015-2016), 70% in the second season (2016-2017), and 65% from the third season onwards (2017-2018 and following seasons).
- g) Having a financial year from 1 July to 30 June in order to be analysed and compared in terms of annual accounts.

Article 3. Documentation and Deadlines

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

- 3.1. 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 holding 25% of the capital or more.

- f) *List of authorised signatories and type of required signature (e.g. individual, collective).*
 - g) Express declaration that neither the club nor its managers breach the prohibitions mentioned in Articles 5.8 or 11.9 of the Euroleague Club Licensing Rules.
- 3.2. Financial statements of the club in accordance with the criteria established in Exhibit A and Exhibit B hereto, which will include:
- a) No later than 15 June: If the club has not participated in the Euroleague in the previous season, the Closing Balance Sheet Forecast dated 30 June of said previous season ("previous season" shall mean the season immediately preceding the one in which the club is applying to participate in the Euroleague).
 - b) No later than 15 June: Audited Closing P&L Account of the two seasons immediately preceding the one in which the club is applying to participate in the Euroleague. If the club has not participated in the Euroleague in the previous season, it will also submit the Budgeted P&L Account of the season in which it is applying to participate in the Euroleague.
 - c) No later than 30 September: Budgeted P&L Account of the season in which the club is participating in the Euroleague, as well as the Closing Balance Sheet and P&L Account of the previous season, comprising a summary of significant accounting information and other explanatory notes.
 - d) No later than 30 November: The financial statements of the previous season, duly audited by an independent auditing firm.
 - e) No later than 30 January, update of the Budgeted P&L Account. This update will highlight any changes that can affect their current season Budgeted P&L Account, which was submitted no later than 30 September.

All documents provided by the club will be in English.

For the purpose of the spirit of financial stability and fair play, it is forbidden to circumvent the present regulations.

Article 4. 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):

Going Concern: financial statements prepared on the assumption that the club is a going concern and will continue in operation for the foreseeable future;

Accrual Basis for 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;

Consistency: the presentation and classification of items in the financial statements will be retained from one period to another;

Offsetting: assets and liabilities will not be offset;

Relevance: financial statements provide information that is relevant to the decision-making needs of users; and

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 5. Relevant Facts

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

- a) Earlier termination of sponsorship 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) Any type of economic operations amounting to 10% of the annual budget.
- i) Modification of the share capital or other statutory provisions.

Article 6. Inaccurate Information and Disciplinary Procedures

If the audited financial statements in Article 3.2 d) 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 7. Non-Fulfilment of Obligations

7.1. ECA has the right to cancel a licence, temporarily suspend it, and/or reject the application for a licence at its own discretion for one of the following reasons:

- a) Not fulfilling the criteria stated in paragraphs a), b), c) and/or d) from Article 2. Notwithstanding this, if a club does not meet the criteria set forth in paragraphs a), b) and/or c) from Article 2, 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 plan for compliance to overcome the insolvency situation within a reasonable deadline. In this case, ECA may accept a provisional registration of the club.
- b) Not providing the documentation or not respecting the deadlines established in Article 3.
- c) Providing false or inaccurate statements or documents or omitting to provide due information or documents.

7.2. The non-fulfilment of the criteria stated in paragraphs e), and/or f) from Article 2, and the failure to provide accurate and truthful information regarding the relevant facts from Article 5, will be subject to the corresponding disciplinary proceeding in accordance with the Euroleague Basketball Disciplinary Code.

Article 8. 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 two 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 6.

Article 9. Management Control and Supervision Bodies

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

a) Management Control Commission

This commission will be composed of:

- The Euroleague Basketball CEO.
- The President of the Financial Commission.
- Two members economically independent of and without any working relationship with the clubs, who will be appointed by the Euroleague Basketball CEO. These members must be experts of recognised prestige in finance and accounting. They must also know the particularities of basketball clubs.

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 December each season, a report about the documentation submitted by the clubs participating in the Euroleague determining whether they will be authorised to participate and/or apply for a licence in the next Euroleague season in the case that these clubs show signs of doubtful financing and poor economic feasibility.
- Deciding on conducting compliance audits of the clubs at any time in order to ensure that they are fulfilling their obligations and that licences were correctly granted.
- 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.

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

Article 10. Transitory rules

These regulations will enter into force beginning with the 2015-2016 season.

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 assets
 - 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 fixed assets.** The repayment period (elapsed and remaining period) must be included in each category.

- 7. Financial investments** (*in associated companies and other related parties, other loans, deposits, securities, etc.*).
- 8. Other items.** The items of a relative importance in their accounting records must be mentioned.

EXHIBIT B **P&L ACCOUNT**

ITEMS TO SPECIFY IN THE P&L ACCOUNT:

Revenues

Turnover

- **Ticket sales.** The ticket sales of the Euroleague must be separated from those corresponding to the National Championship, season tickets and other competitions in which the club may participate, friendly games, etc.
- **Merchandising and catering.** Total revenues from merchandise sales must be separated from the revenues from catering services at the arena.
- **Advertising.** Amount corresponding to the revenues from advertising during the season (see Note 1 enclosed).
- **Sponsorship.** Amount corresponding to the revenues obtained by the sponsor or sponsors of the club. If there is more than one sponsor, their name, business sector and sponsorship amount will be detailed.
- **Euroleague audiovisual rights**
- **Other TV broadcasts**
- **Revenues from the public sector** (see Note 2 enclosed)
- **Transfers.** Player transfer fees, etc.
- **Other revenues.** The clubs must detail all sources of revenues above 100,000 euros each.

Other Operating Income

- **Non-professional and youth competitions**
- **Third-party contributions** (owners, shareholders, etc)
- **Other income.** The clubs must detail all sources of income above 100,000 euros each.

Extraordinary Revenues

- **Extraordinary revenues.** This item must include a note.

Loss of the Season

Expenses

Operating Expenses

- **Staff expenses.** The item of salaries must be divided into salaries of the players, coaches and technical staff and salaries of the remaining staff (see Note 3 enclosed).

- **Overheads.** In this item, the expenses related to the maintenance of the arena must be separated from the other overheads (*cost of material*).
- **Competition expenses.** This item must include the officiating expenses (Euroleague expenses will be separated from those corresponding to the National Championship), licence expenses, etc.
- **Merchandising and advertising**
- **Transfers.** Player transfer fees. Fees paid to the clubs and agents. This item must be specified per club/player.
- **Travel expenses.** The trips (flight tickets, accommodation...) corresponding to the Euroleague competition will be separated from the other competitions in which the club participates.
- **Financial expenses** (see Note 4 enclosed)
- **Tax-related expenses** (see Note 5 enclosed)
- **Depreciations and write-offs.** Player assets (if they appear as amortisable assets), tangible fixed assets, financial investments, intangible fixed assets.
- **Other expenses** (see Note 6 enclosed)

Extraordinary Expenses

- **Extraordinary expenses** (see Note 6 enclosed)

Profit of the Season

ENCLOSED NOTES

1. **Advertising.** If it is contracted per game, the amount corresponding to the Euroleague 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. **Staff expenses.** The top salary (the highest one) must be specified and must be shown separately with all bonuses and game premiums.
4. **Financial expenses.** The reason for these expenses must be specified (loan for renovation, financing of future revenues...).
5. **Tax-related expenses.** The applicable percentage of the corporate tax must be specified.
6. **Other expenses and extraordinary expenses.** The origin of these expenses must be mentioned.



APPENDIX XIV

TEAM PRESENTATION

APPENDIX XIV

TEAM PRESENTATION

Example for a game that has a scheduled tip-off time of 20:45:00

Horn Sounds and Teams to Benches: 20:37:30 (00:07:30)

The officiating crew chief will blow his whistle and all players will go to their respective team bench area, ensuring that no one is standing on the court nor on the further boundary line.

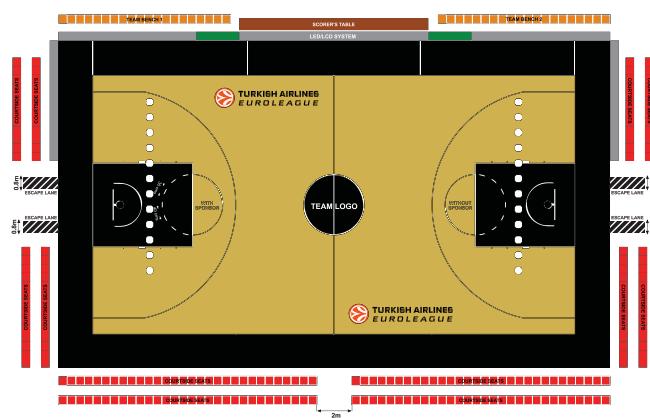
Visiting Team Presentation: 20:38:00 (00:07:00)

The arena lights will be turned off and the visiting team will be presented. All players will be announced by their number followed by their full name (name and surname), one at a time. As players are introduced, they will leave the bench and take their positions on the playing court, 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 team bench area.

Home Team Presentation: 20:39:00 (00:06:00)

The arena lights will be still off and the home team will be presented.

All players will be announced by their number followed by their full name (name and surname), one at a time. As players are introduced, they will leave the bench and take their positions on the playing court, 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 team bench area.



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

Last Warm-Up Period: 20:40:30 (00:04:30)

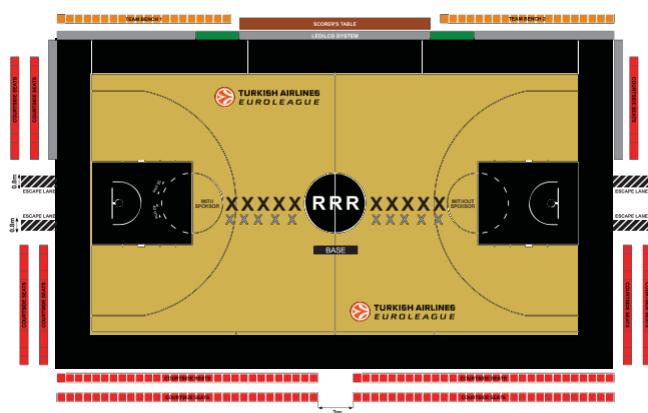
Teams to Bench Area: 20:42:00 (00:03:00)

After the last warm-up the teams will go to benches and the ball plinth must be entered on court and positioned as shown here.

Starting Fives and Referees Line-Up – ANTHEM: 20:43:30 (00:01:30)

The referees will call the starting fives on to the court, one team at a time. The players will line up along the imaginary line between both baskets, with the team captain standing closest to the centre circle area, and the other four players next to him, all facing away from the team benches. Each team captain will be holding a team ball. The referees will stand on the centre circle and the official game ball will stand on the plinth.

Once every person is in position, the 30-second Euroleague anthem will be played. After the anthem, each team captain will exchange their team ball with the opponent's team captain, and take the new ball to their team bench. All players and referees will shake hands. The officiating crew chief will take the official game ball from the plinth, the plinth will be taken out of the court and the players will line up for the opening jump ball.



Tip-Off: 20:45:00 (00:00:00)



GRAPHICS

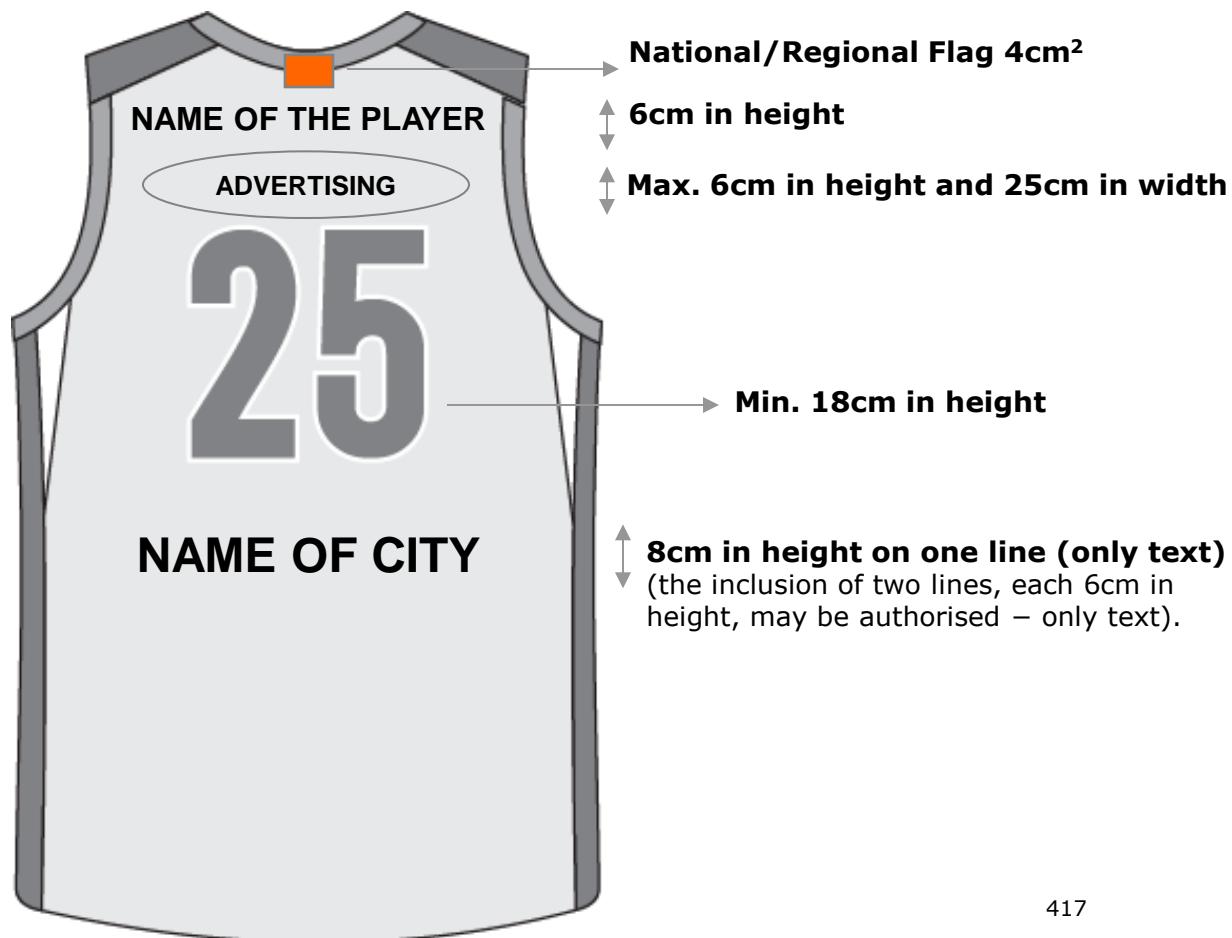
GRAPHIC No. 1 **PLAYING UNIFORMS AND ADVERTISING**

FRONT of the Shirt



GRAPHIC No. 2 **PLAYING UNIFORMS AND ADVERTISING**

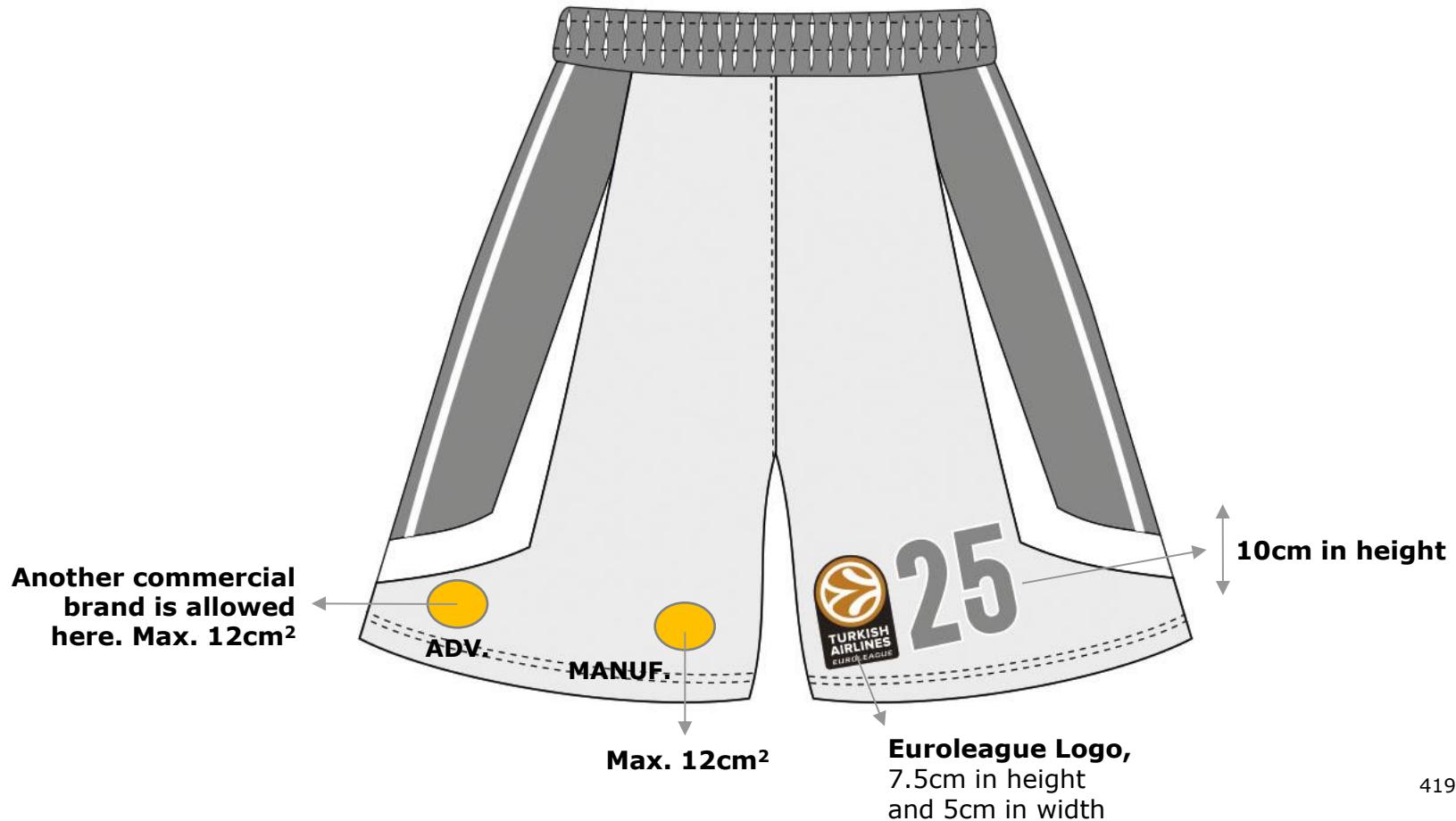
BACK of the Shirt



GRAPHIC No. 3

PLAYING UNIFORMS AND ADVERTISING

Shorts



GRAPHIC No. 4 **WARM-UP SHIRT**

FRONT of the Shirt



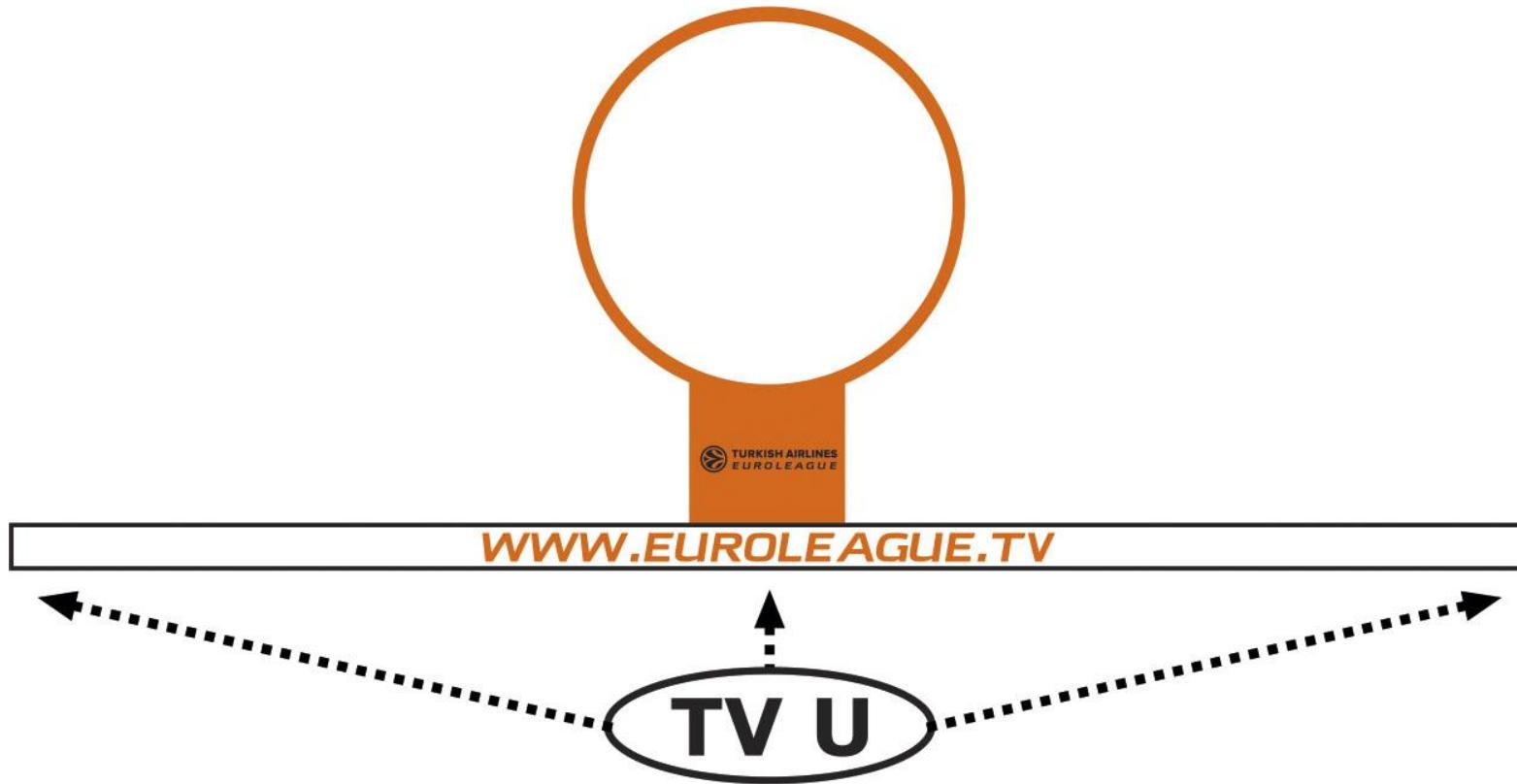
GRAPHIC No. 5 **WARM-UP SHIRT**

BACK of the Shirt



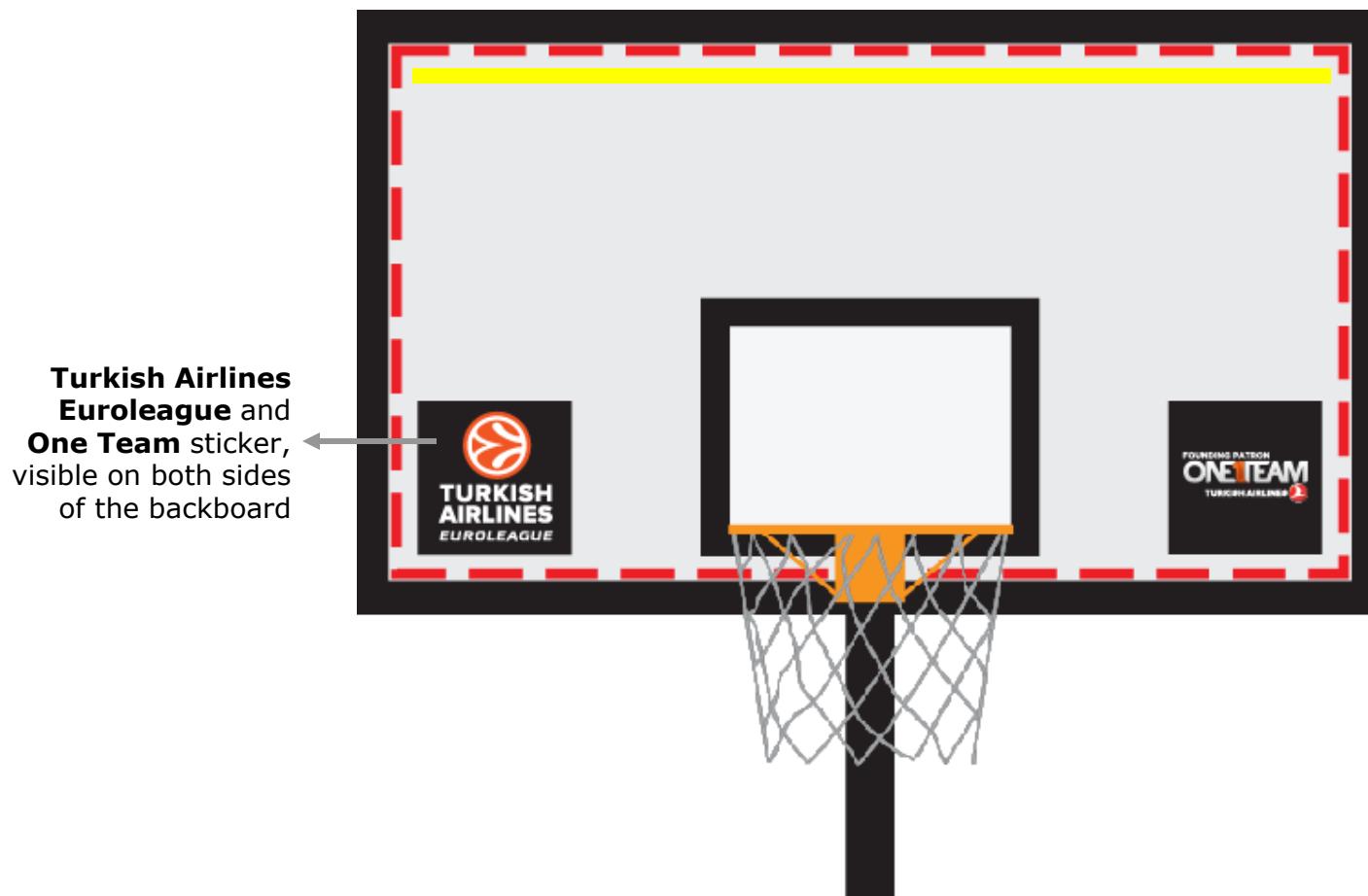
GRAPHIC No. 6 **COURTSIDE ADVERTISING**

Technical Equipment: RING SUPPORT

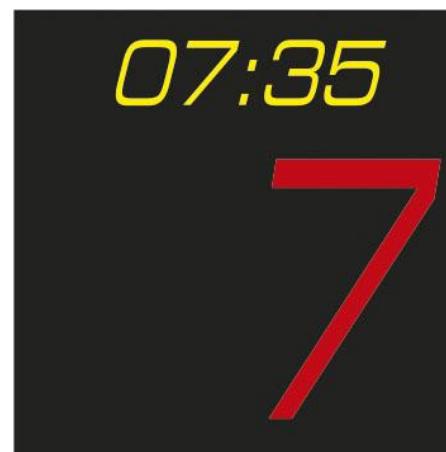


GRAPHIC No. 7

BACKBOARD BRANDING AND LEDS

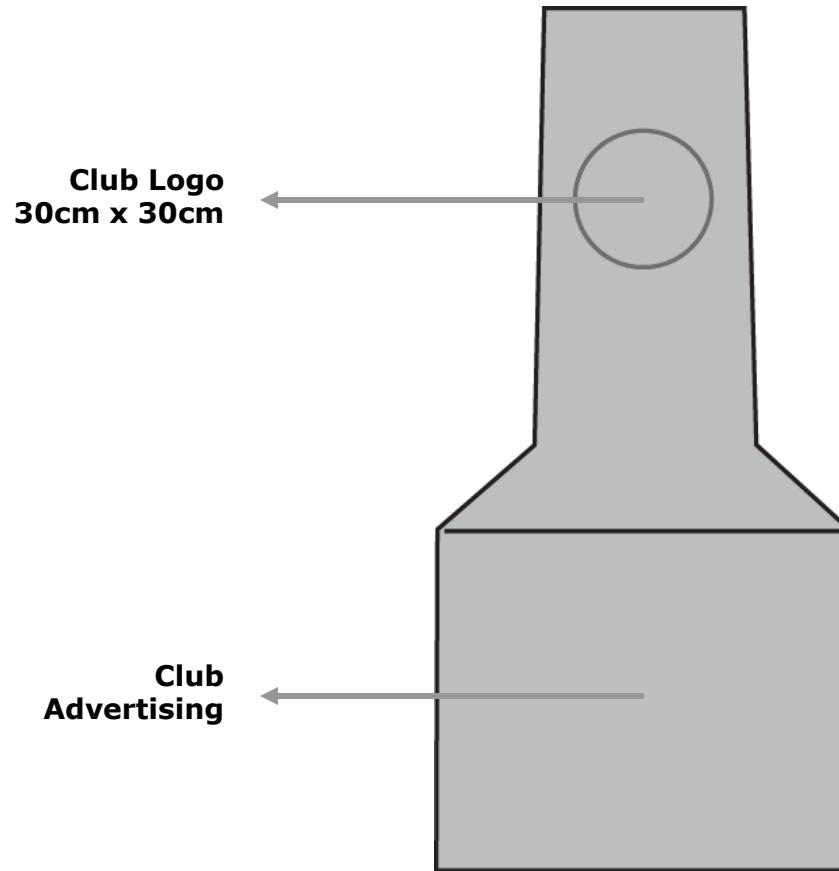


GRAPHIC No. 8 **24-SECOND CLOCK**



GRAPHIC No. 9 **COURTSIDE ADVERTISING**

Technical Equipment: PADDING (Front Side)

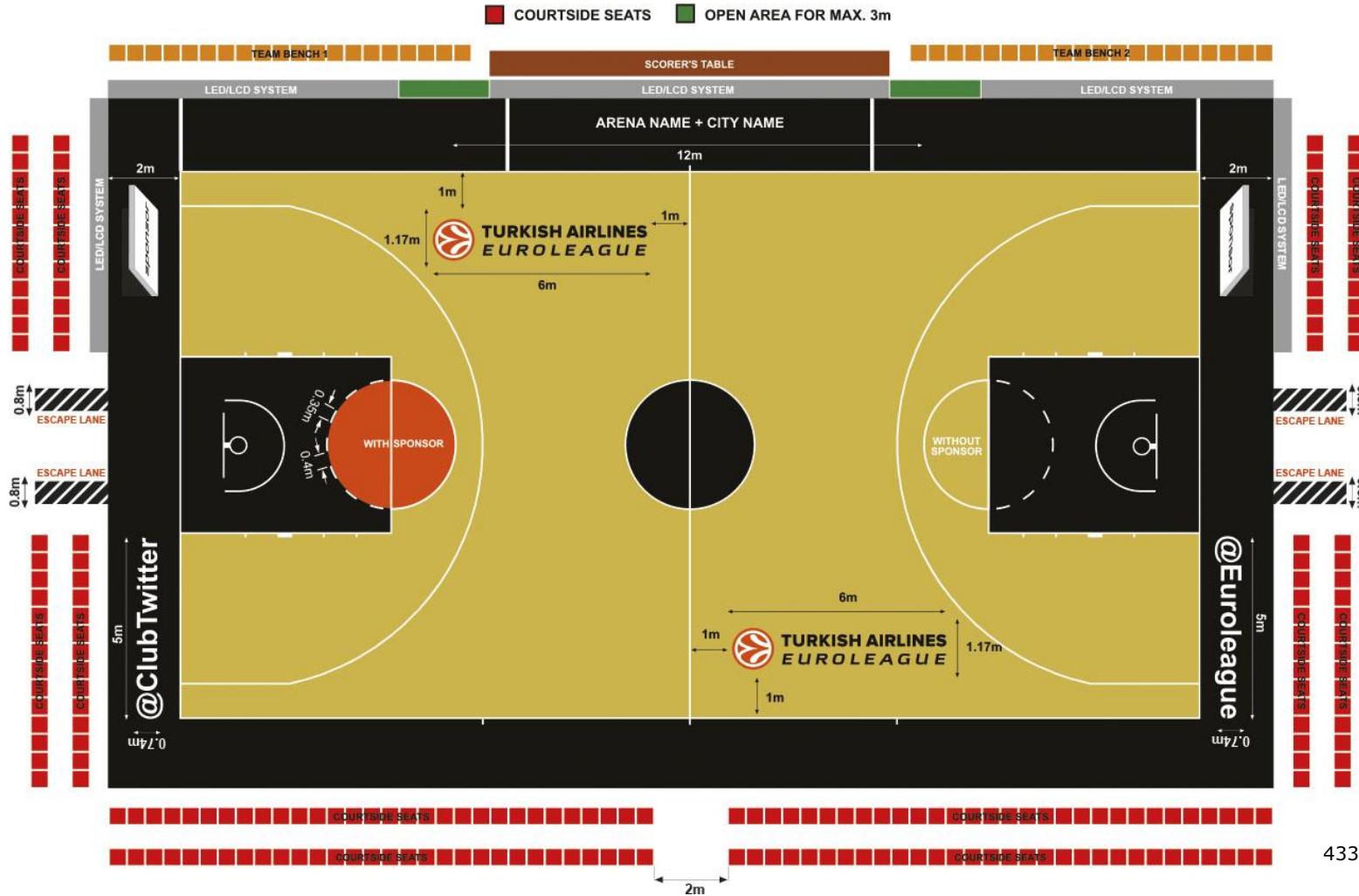




EUROLEAGUE
BASKETBALL

GRAPHIC No. 10

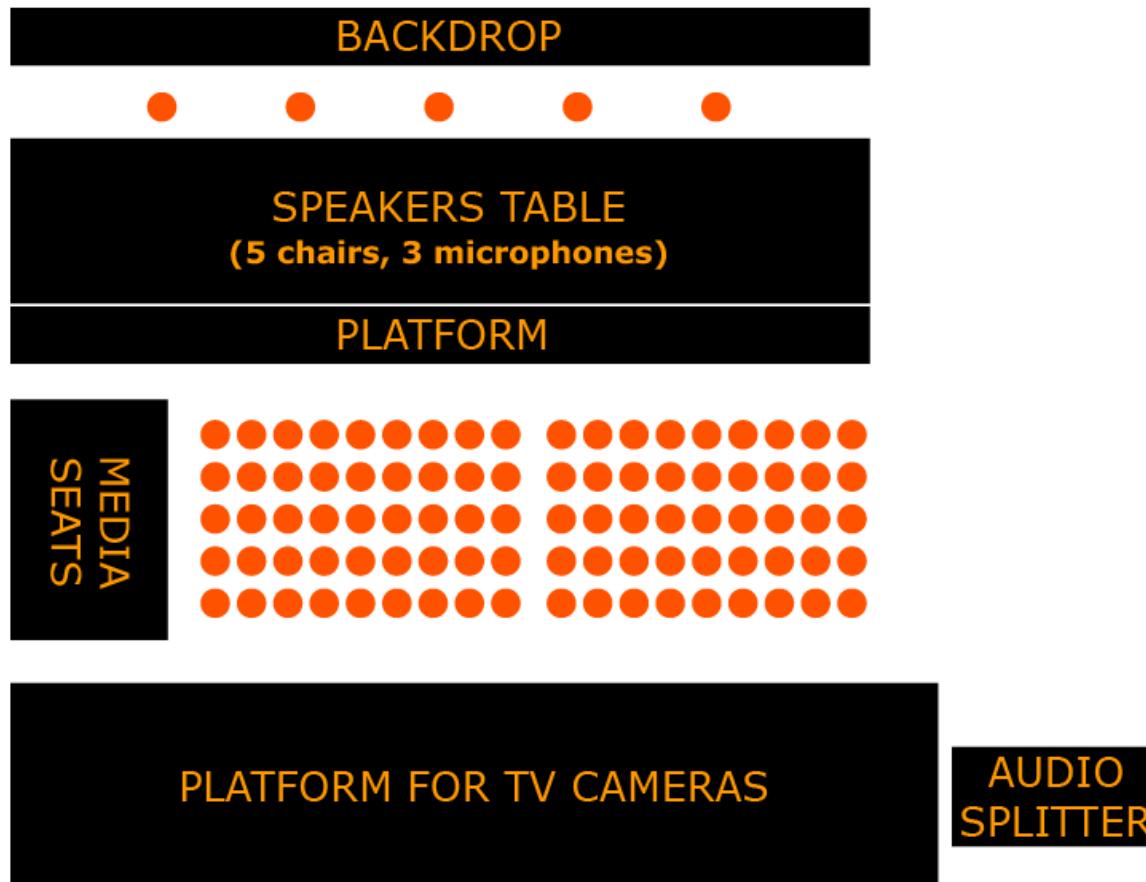
PLAYING COURT LAYOUT



GRAPHIC No. 11

PRESS CONFERENCE ROOM LAYOUT

Press Conference Room

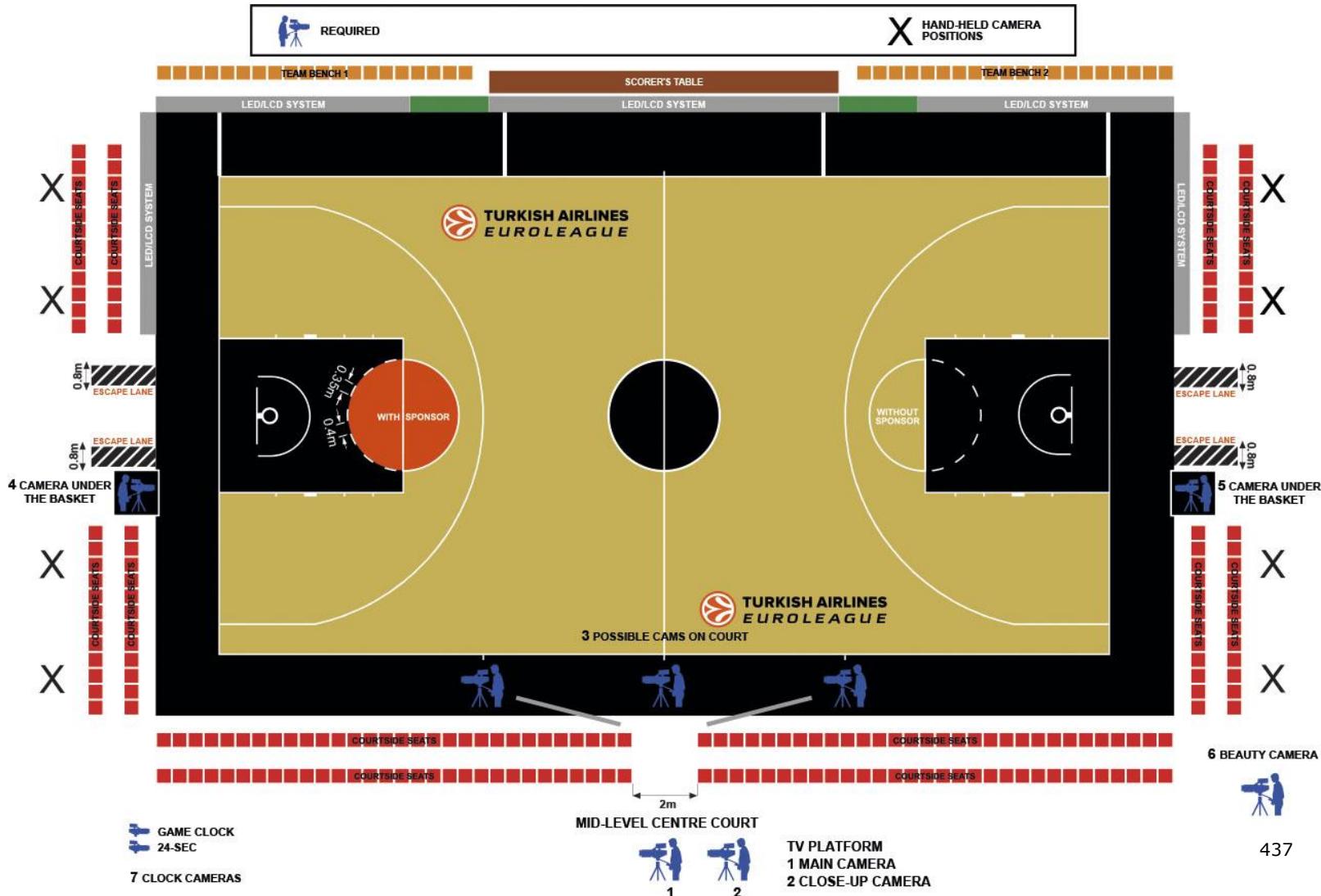




EUROLEAGUE
BASKETBALL

GRAPHIC No. 12a

REQUIRED CAMERA LOCATIONS

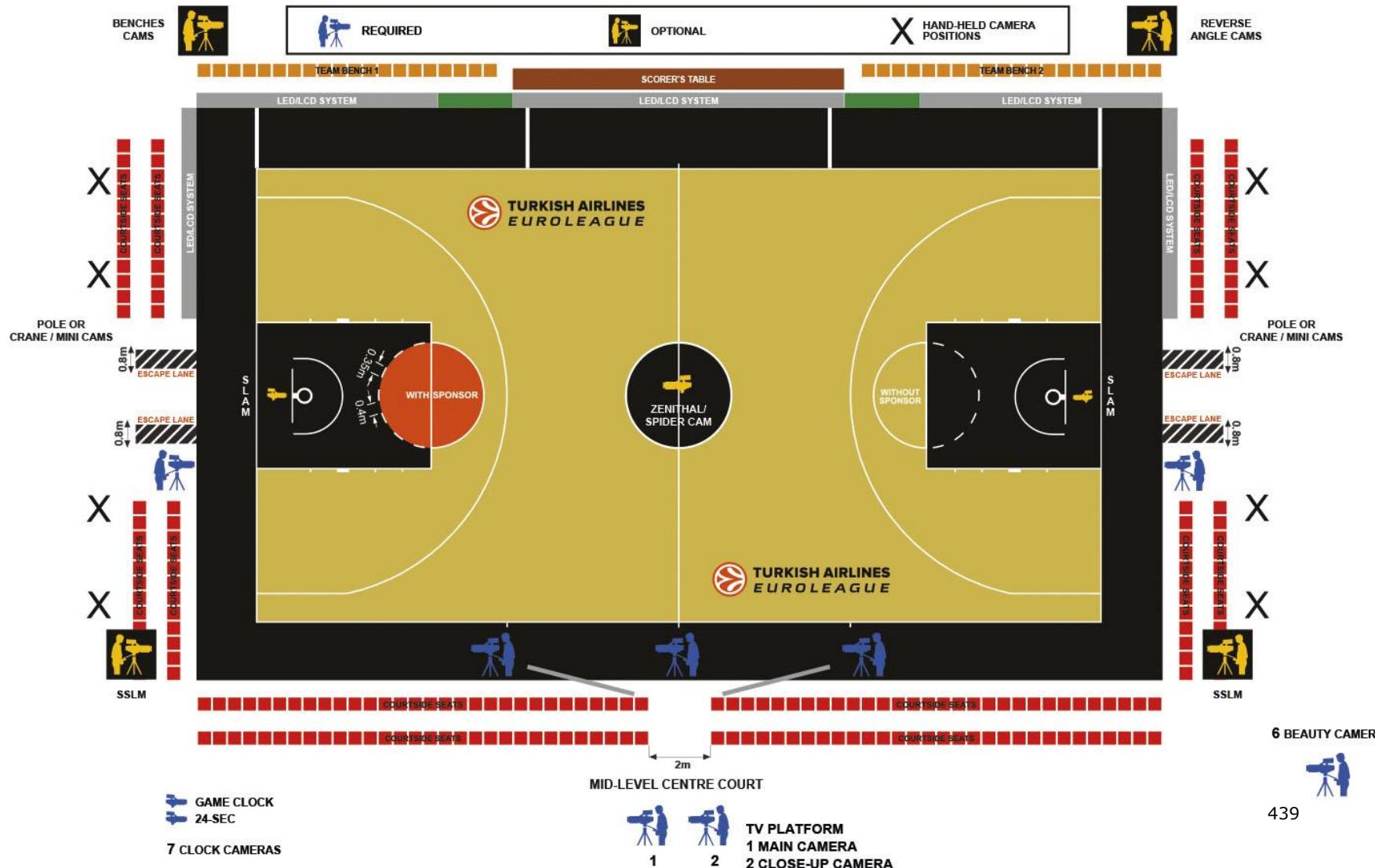




EUROLEAGUE
BASKETBALL

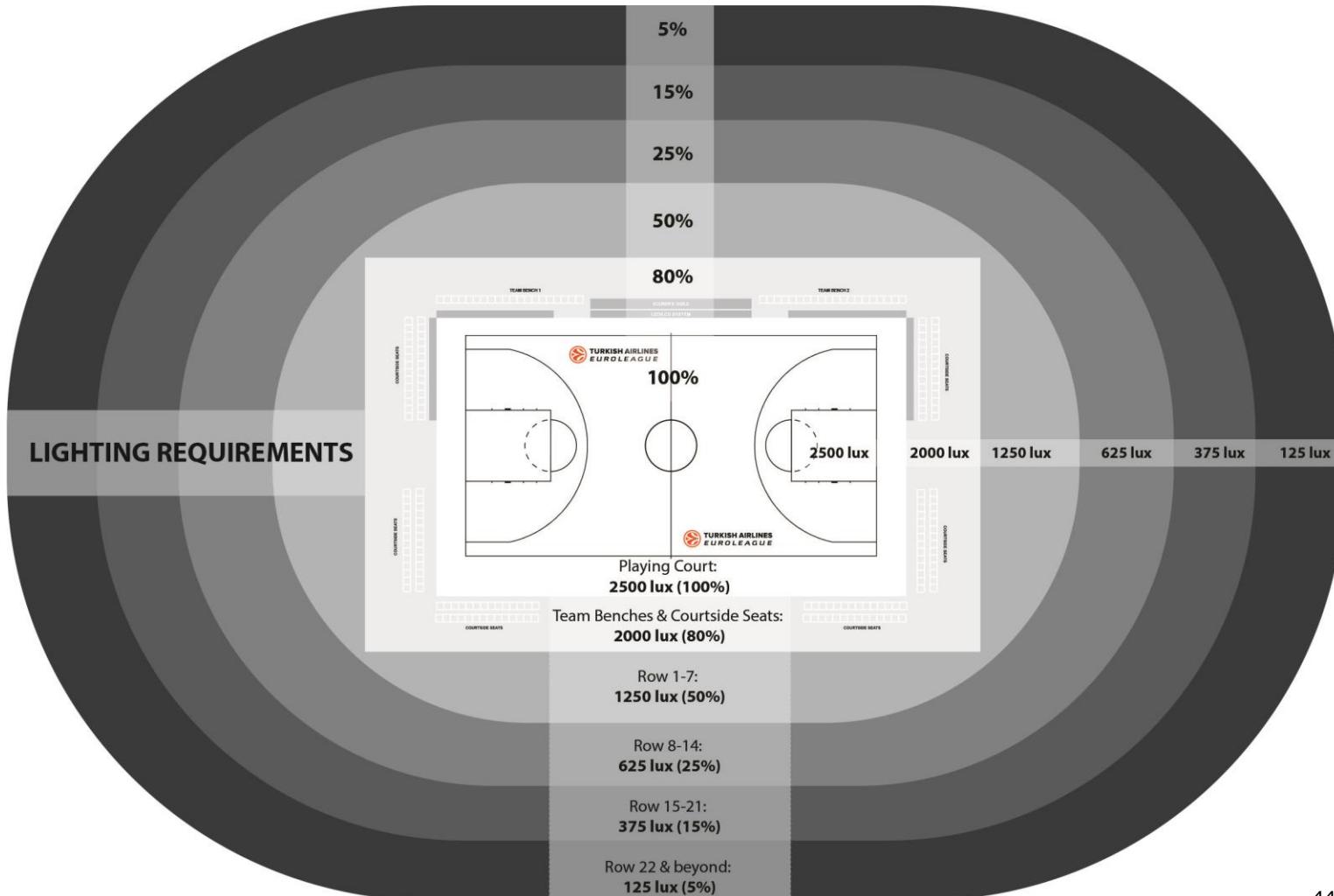
GRAPHIC No. 12b

REQUIRED AND OPTIONAL CAMERA LOCATIONS



GRAPHIC No. 13

LIGHTING REQUIREMENTS





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 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 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 "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, the Bylaws and all additional provisions that, in the absence of the above, might be determined by the hearing bodies on the basis of 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 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).

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 and the Appeals 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 and an Appeals Judge – who will serve as President of the Appeals Panel when appropriate – all of whom will have legal training. 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.

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 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 Competitions.

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.
- d)** Temporary or permanent disqualification from 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 closure of the arena.
- f)** Loss of the game and, when applicable, the playoff or two-game total point series.
- g)** Points discounted from the team's standing.
- h)** Temporary loss of the economic and political rights.
- i)** Temporary or permanent disqualification from the competition up to a maximum of three consecutive seasons, with the corresponding loss of rights.

Article 8. Suspended Sanctions on Probation

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. The suspension period will last a maximum of three years in both 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 or participating in 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 fulfil the sanction in the same season, this Individual will have to fulfil 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 Competitions.

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.

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.

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 fulfilled 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 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.

Article 15. Exculpatory Circumstances

Exculpatory circumstances include fortuitous events, force majeure and legitimate self-defence to avoid aggression.

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.

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.

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 fine that 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)** Fulfilment of 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 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 fulfilment of a sanction already in force is breached, if such fulfilment had already begun.

Article 23. Honouring of Sanctions

The non-compliance with an imposed sanction or provisional or conservatory measure adopted by the Euroleague Basketball CEO, the Disciplinary Judge or the Appeals Judge or Panel will be considered an additional infringement and penalised by the Euroleague Basketball CEO through a fine of 30,001 euros to 280,000 euros.

CHAPTER II

INFRINGEMENTS AND SANCTIONS

SECTION I: INFRINGEMENTS AND SANCTIONS RELATED TO THE MANAGEMENT AND ADMINISTRATION OF THE COMPETITIONS AS STIPULATED IN THE EUROLEAGUE REGULATIONS, IN THE EUROCUP 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.
- f)** Public statements 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 made by persons associated with the clubs, damaging the image or interests of the Competitions or the Companies, endangering duly harmonious relationships among clubs, which may lead to violence, show disrespect or prove offensive to the 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 Competitions. The clubs will be liable for all actions committed by any of its individuals if the club received an advantage from said actions.
- i)** The direct or indirect participation in betting on any basketball related bet, including the passing on of confidential information that is subsequently used for betting.
- j)** Refusal to take part in the mediation proceedings and/or the breach of the settlement agreement.

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 towards the 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 Competitions or the Companies.

- c)** Any damages caused to the 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 Competitions or the Companies when they do not amount to a serious infringement.
- d)** Inadequately providing the data required by the Companies or after the deadline set, according to the provisions established in the applicable regulations.
- e)** Any serious case of poor organisation of a game when it does not amount to a serious infringement.
- f)** Lack of cooperation and accessibility of the coaches and players with the Company, the TV crew or with the media in general.
- g)** 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.
- h)** 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.
- i)** 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 political rights.
- c)** Temporary or permanent disqualification from the Competitions with the corresponding loss of rights.

- d)** Temporary or permanent prohibited access to the arena.
- e)** Closure of the arena for a period ranging from one to 15 games.
- f)** 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 political rights, for up to one year.
- d)** Temporary disqualification from the 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 for up to one entire season.

SECTION II: INFRINGEMENTS AND SANCTIONS RELATED TO GAMES OR COMPETITIONS

Article 26. General Provisions

Infringements of the rules of the game or the Competitions are actions and omissions that, during the course of the game or the 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 33 to 36 of the Euroleague Regulations, or 30 to 33 of the Eurocup Regulations.
- c)** Threatening, humiliating, degrading or racist actions, by word or deed, towards a member of the officiating crew, another Individual, the public, a fan, or any person in general.
- d)** All acts and any kind of conduct that directly or indirectly lead to or induce violence.
- e)** Any of the infringements set forth in Article 27.2. when they are committed by any person with managerial positions in the club.

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 for a period from one to four years.
- c)** Temporary disqualification from the competition for a period from one to four years or for three or more games in the same season.
- d)** Permanent disqualification from the competition.

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 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 in the same season.

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)** 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)** Incidents generated by the public, including the throwing of objects on to the playing area, 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.
- g)** 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.
- h)** The participation of a player not included on the Official List or any other improper fielding of a player.
- i)** Incidents or disturbances caused by the fans in the official venues for any events organised by EP and/or the Companies, and their surroundings.

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 20 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.
- e)** The lighting of fireworks or flares inside the arena.
- f)** The use of laser pointers or any other objects that could disturb the job of the people involved in a game.
- g)** 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.

- h)** 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.
- i)** Insufficient preventive measures taken to avoid disturbances before, during and after a game, when they do not amount to a serious infringement.
- j)** 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.
- b)** Loss of the game and, when applicable, the playoff or two-game total point series.
- c)** Points discounted from the team's standing.
- d)** Temporary disqualification from the competition for a period of one season or up to a maximum of three consecutive seasons.
- e)** Permanent disqualification from the competition.
- f)** Replay of the game either in the same arena as the original game, in a neutral arena or behind closed doors.
- g)** 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)** Points discounted from the team's standing.
- e)** Temporary disqualification from the competition for up to one season.

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 competition 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.

CHAPTER III

DOPING INFRINGEMENTS AND SANCTIONS

Article 32. 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 33. 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 34. Signing of the Scoresheet

Without prejudice to Article 6, the team captain 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 dead ball following the decision or incident that is the reason for the protest or at the end of the game before the officiating crew chief signs the scoresheet when the protest is regarding an incident that occurred in the last game action.

- 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 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 46 herein.

If another game is to be played less than 72 hours 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 end of the game in which the scoresheet has been signed under protest. This proceeding will be conducted in accordance with the Exceptional Proceedings established in Article 47 herein.

Article 35. Right of Intervention and Representation

Any person or entity whose rights or interests may be affected by the opening of a proceeding, or a club in a proceeding involving one of its individuals, 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 Examining Official 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 36. 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 37. 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 Disciplinary Judge and the Appeals Judge – or the Appeals Panel when appropriate. However, a ruling made following exceptional proceedings under Article 47 will not be subject to appeal under any circumstances.

Article 38. 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 39. 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.

SECTION II: PROCEDURES

SUBSECTION I: Procedures for minor and serious infringements under the material scope of Article 3.1

Article 40. Jurisdiction Based on the Type of Infringement

40.1. 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 43.

40.2. 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 44 and, in the case of appeals, by the Appeals Judge or – where appropriate – the Appeals Panel.

Article 41. 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 42. 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 43. Procedure for Minor Infringements

- 43.1.** 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.
- 43.2.** 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.
- 43.3.** 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.
- 43.4.** 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.

- 43.5.** 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 44. Procedure for Serious Infringements

44.1. 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.

44.2. After this proceeding has been opened, the Disciplinary Judge may explain and order ex officio any provisional measures deemed necessary.

44.3. 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 44.1.

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

44.4. 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.

44.5. 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 all infringements under the material scope of Article 3.2

Article 45. 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 46, and in exceptional circumstances, Article 47. 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 46. Ordinary Proceedings

46.1. 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 34 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.

46.2. 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 end of the game.

- 46.3.** 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 end of the game.
- 46.4.** 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.
- 46.5.** 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.
- 46.6.** The presumption of truthfulness will be applied to the scoresheet of the game, together with any complementary reports of the officiating crew and the Euroleague Basketball delegate(s) at the game, though these documents can be contested by any means of evidence admitted by law.
- 46.7.** 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.
- 46.8.** 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 46.3.
- 46.9.** If any of the reports referred to in the previous Article 46.3 and Article 46.4 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.
- 46.10.** 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.
- 46.11.** The Disciplinary Judge will make the ruling within seven days from the time he considers that the exchange of communications is complete.

46.12. 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 47. Exceptional Proceedings

If a game is to be played less than 72 hours following the game whose facts caused the opening of a proceeding, the exceptional proceedings will follow the procedure for the general proceedings, except for the following:

- a)** For the games above, the ruling will be made in the first and only instance by the Disciplinary Judge, and will not be subject to appeal.
- b)** The time periods established in Articles 46.2 and 46.3 will be reduced to 90 minutes following the end of the game.
- c)** The time periods established in Article 46.9 will be reduced to 12 hours.
- d)** The Disciplinary Judge will make his ruling as promptly as possible, always within 24 hours following the end of the game.

SUBSECTION III: Game-Related Situations

Article 48. Anomalies between the Result of a Game and the Scoresheet

When the officiating 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 46, or if the circumstances so warrant, Article 47.

Article 49. Suspension of the Game

For all instances when a game is suspended under Articles 33 to 36 of the Euroleague Regulations or Articles 30 to 33 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 46, or if the circumstances so warrant, Article 47.

SUBSECTION IV: Appeals

Article 50. Internal Appeals

- 50.1.** 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 50.4 below and subject to the rule of Article 37 - 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.
- 50.2.** Exceptions to theforesaid, i.e. the sanctions that may not be appealed against, are the sanctions imposed by virtue of the exceptional proceedings of Article 47 above and 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.

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.

- 50.3.** 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 50.4 below.
- 50.4.** Appeals against permanent disqualification, disqualifications for three or more games, prohibition from having access to the arenas 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.

50.5. 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.

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

50.7. 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.

50.8. 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.

50.9. 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. All costs derived from this hearing will be covered by the requesting party.

50.10. 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.

- 50.11.** 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 51. Court of Arbitration for Sport

51.1. 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, 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.

- 51.2.** The defendant to be named in such appeals is exclusively EP.

- 51.3.** 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 following the procedure of Article 47.
- e)** Decisions by the Disciplinary Judge, Appeals Judge or Appeals Panel concerning decisions made by referees or table officials in connection with games, or matters related to the outcome of the games.

TRANSITORY PROVISION

The aggravating factor of recidivism will not be applied retroactively to infringements committed prior to the 2011-2012 season.

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

C H A P T E R I

General Regulations

Article 1. Referees Director

- 1.1.** The Referees Director will be in charge of the Refereeing Department.
- 1.2.** Functions of the Referees Director will include:
- a)** The annual selection and modification of the list of officials officiating games organised by Euroleague Properties S.A. (hereinafter "EP") and/or Euroleague Entertainment & Services, S.L.U. (hereinafter the "Company").
 - b)** The nomination of officials to officiate games.
 - c)** Setting up the administrative and technical criteria that officials must follow during the season.
 - d)** Dealing with the follow up and permanent training of officials.
 - e)** Management of the economic conditions to officiate games.

Article 2. Officials and Officiating Crew

- 2.1.** To all effects, officials will comprise the referees, observers and supervisors.
- 2.2.** To all effects, the officiating crew will comprise three referees and four table officials. An officiating crew chief and two other referees, assisted by a scorer, an assistant scorer, a timer and a 24-second operator, will undertake the officiating.

- 2.3.** It will be the responsibility of the home club to duly inform the corresponding league, federation, entity or person of the date and tip-off time of the games, so that the table officials are present at the games.
- 2.4.** The Company may reject the nomination of a table official with reasoned argument. In this case, the club in cooperation with the relevant organisation will find a substitute.

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.

Article 4. Responsibility of the Officiating Crew Chief in the Games

- 4.1.** Officiating crew chiefs 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 captains of the teams may sign "under protest".
- 4.2.** The officiating crew chief will lead a pre-game meeting between the referees and the table officials, to be held in the referees or table officials locker room.
- 4.3.** The officiating 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 end of the game. Failure to send this report within the time stipulated, will be deemed as incomplete information to the corresponding disciplinary effects.
- 4.4.** In the event of a doping test, this must be reported on the back of the scoresheet.

- 4.5.** Before the beginning of the game, the officiating 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 officiating 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 officiating crew chief will order any person having been sanctioned with a disqualifying foul to leave the team bench area.

- 4.6.** The officiating crew chief will be responsible for the technical court coordinator handing a copy of both sides of the scoresheet of the game duly completed to each team immediately following the end of the game.
- 4.7.** The officiating crew chief will be responsible for the sending of the scoresheet (with the cooperation of the technical court coordinator), duly completed and scanned to the Euroleague Basketball office, by email, within 15 minutes following the end of the game. The officiating crew chief will also send the original scoresheet to the Euroleague Basketball office by express mail.

Article 5. Responsibility of the Observer and Supervisor in the Games

- 5.1.** The Referees Director will nominate an observer and/or supervisor in those games that he may see fit.
- 5.2.** The observer 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 Referees Director within the requested deadlines. The observer will not have any direct or indirect involvement in the game itself.
- 5.3.** The supervisor will observe the performance of the observer, giving personalised feedback following the game, as well as completing all reports requested by the Referees Director within the requested deadlines. The supervisor will not have any direct or indirect involvement in the game itself.

Article 6. 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 black without any logos. This will be understood without detriment to the uniforms bearing the logo of the technical sponsor and the competition logo.

CHAPTER II

Officials

Article 7. Number of Referees per Game

- 7.1.** The Company will assign three referees to officiate each game (officiating crew chief, referee and umpire). The referees must be practicing FIBA referees in order to be eligible to officiate the games.
- 7.2.** 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.
- 7.3.** The Referees Director will inform referees of their nominations. All referees are obliged to confirm their availability for nominations by the required dates and notify the Refereeing Department through the Refereeing Department website within 24 hours.
- 7.4.** 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.
- 7.5.** Unavailability by a referee may only occur with just cause and in advance, by prior agreement with the Referees Director.
- 7.6.** Any referee who for unforeseen reasons is unable to fulfil a nomination must inform the Referees Director immediately in order that a replacement can be found.
- 7.7.** Failure to comply with the regulations above may lead to referees being withdrawn from nominations.
- 7.8.** Assignments for games will be sent directly to the respective referee, and must remain absolutely confidential and private until the Company makes them public.

- 7.9.** Any breach of Article 7.8. may result in the three referees being changed.

Article 8. Training Camp

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

Article 9. Air Travel and Game Fees and Expenses

- 9.1.** Referees 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. Referees 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.
- 9.2.** All referees 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 Referees Director only. For those referees travelling less than 350km by car, they may arrive no later than 12:00 on the day of the game. 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 venue no later than 18:00 on the day before the event begins.
- 9.3.** The referee must inform the Refereeing 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.
- 9.4.** Every attempt will be made to make the referees' travel, including connecting flights, as convenient as possible.

- 9.5.** 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, phone and fax of the hotel where the official will be staying.
- 9.6.** Referees should under no circumstances check their game uniforms/equipment into the hold baggage, when travelling by plane. Appropriate luggage must be used to ensure that this can be taken on board as cabin baggage.
- 9.7.** The total cost of the referees air travel is specified in the itinerary provided to the referees by the Company, based on the least expensive airline tickets obtainable by the Company, as stated above.
- 9.8.** The General Assembly will establish the officiating game fee.
- 9.9.** 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.
- 9.10.** 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.
- 9.11.** Travelling rules included in this article can be changed by the Company when considered beneficial for the functioning of the Refereeing Department.

Article 10. Meals

- 10.1.** Officials are free to make their own arrangements for lunch and dinner. In no case will the officials dine with team representatives or media representatives. No alcoholic beverages are allowed. Telephone and other expenses are to be paid personally by the official.
- 10.2.** The Administrative Procedure Regulations establish a fixed allowance per meal of 40 euros.

Article 11. Physical Condition and Clinic Examinations

- 11.1.** 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.
- 11.2.** 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.
- 11.3.** 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 Referees Director 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 12. Weight Checks

- 12.1.** 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.

- 12.2.** 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.
- 12.3.** 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 Referees Director, 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 13. Evaluation and Selection

- 13.1.** 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 observers (50%) and the Referees Director (50%).
- 13.2.** 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.
- 13.3.** All games from the Euroleague and Eurocup competitions (hereinafter "Euroleague Basketball competitions") will be recorded on DVD and performances reviewed by the Refereeing Department.
- 13.4.** During the season a feedback will be given to referees in the appropriate manner using a combination of verbal, visual and written observations.
- 13.5.** Referees whose performances give rise for concern will be contacted by the Referees Director who will outline the procedures in such cases.

- 13.6.** Selection of the referees is based upon the following criteria:
- a)** The experience and ability of the official to perform at international level and respective domestic competitions.
 - b)** The evaluation of game performance, physical condition, behaviour and presentation, as determined by the Referees Director, observers and clubs.
- 13.7.** The referees will be placed into respective groups at the beginning of each season, according to the roles of officiating crew chief, referee and umpire. Referees will have the opportunity, based upon evaluations received, to move between the groups during the season. The Referees Director also has the right to promote and/or demote referees for specific reasons.

Article 14. Restriction of Contact between Officials and Teams

- 14.1.** Any contact that may be necessary between officials and teams 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 and meals.
- 14.2.** 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.
- 14.3.** Referees must ensure that they have sufficient local currency to cover petty costs.

Article 15. Gifts

Under no circumstances are officials allowed to accept gifts from teams.

Article 16. Game Obligations

- 16.1.** All officials must be at the arena at least one hour prior to tip-off and should proceed directly to the locker room.

- 16.2.** Unnecessary fraternisation with players, coaches, chairmen and managers of teams, or other club personnel, is strictly forbidden.
- 16.3.** A pre-game meeting must be conducted by the officiating crew chief.
- 16.4.** Unauthorised visitors are not to be admitted to the locker room at any time. All officials are expected to see that this restriction is carried out.
- 16.5.** All referees will report on the floor 20 minutes before game tip-off. Officiating crew chiefs will conduct a meeting with the scorer's table personnel, and then will join their colleagues who will stand on the side of the court opposite the team benches observing the warm-up of the teams.
- 16.6.** The home club must provide a liaison person (technical court coordinator) at every game to look after the needs of the referees.
- 16.7.** The home club is responsible at all times 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.
- 16.8.** Under no circumstances should any official communicate any statements or comments to the media at any time.

Article 17. Bench Personnel

- 17.1.** Only persons with legitimate functions as per the relevant article outlined in the Official Basketball Rules as approved by FIBA, as well as in the Euroleague Regulations or the Eurocup Regulations, will be allowed to sit on the bench during the game. The officiating crew chief must ensure that this rule is strictly applied.
- 17.2.** In the event of any breach of Article 17.1. by the club personnel, the officiating crew chief must send a report to the Euroleague Basketball office immediately after the game, including all necessary and relevant details.

Article 18. Reports

- 18.1.** Any reports concerning the game must be noted on the back of the scoresheet and accompanied by a complementary report from each official, if necessary.
- 18.2.** The officiating crew chief will inform the representatives of both teams as to the nature and content of the report immediately after the end of the game.
- 18.3.** 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 period, 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.
- 18.4.** All reports, scoresheets and other documentation must be sent by email to the Euroleague Basketball office, within one hour following the end of the game (except as established in Article 4.3 regarding complementary reports of the officiating crew chief), and the originals must be sent by express post. The Competition Director must be informed by telephone as soon as a report is sent.

Article 19. Other Conduct

- 19.1.** In addition to the foregoing, each referee will observe and comply with all requirements of the Company, whether on or off the playing floor.

- 19.2.** Referees 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).

Article 20. Miscellaneous

- 20.1.** Notwithstanding any prior practice or arrangement the referees are obliged to wear the shirt(s), jackets and shoes approved by the Company. Unless otherwise specified, black trousers and shoes are to be worn.
- 20.2.** The logo(s) designated by the Company must be worn on all shirts and jackets.
- 20.3.** All referees must conduct the games in the prescribed manner and in keeping with the agreed philosophy of the Refereeing Department in order to maintain consistency.
- 20.4.** 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.
- 20.5.** In case of a nomination for a game being revoked, the official will not be entitled to any economic compensation or reimbursement.
- 20.6.** 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 21. 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 that is subsequently used for betting.
- g)** Not providing the results in the established time and manner.
- h)** 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.
- i)** Refusal to comply with one's assigned tasks in a game or providing false reasons in order to avoid a nomination.

- j)** Not confirming the availability for the games for which the member of the officiating crew has been nominated within the deadline established.
- k)** Break of confidentiality of nominations.
- l)** The unjustified late arrival at the venue for the game.
- m)** Failure to arrive at the venue 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.
- n)** Unjustifiably suspending a game.
- o)** 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.
- p)** Faulty copies of travel expenses.
- q)** Acceptance of gifts.
- r)** 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.
- s)** 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.
- t)** Public statements made with reference to any of the Euroleague Basketball competitions unless authorised by the Company.
- u)** A lack of compliance by any member of the officiating crew of the instructions of the officiating crew chief.

- v) 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 Referees Director.

Article 22. Sanctions

The infringements above will be the object of the following sanctions:

- a) Warning.
- b) Temporary disqualification from the competitions for a period of up to six games.
- c) Temporary disqualification from the competitions for a period of up to one year.
- d) Permanent disqualification from the competitions.

Article 23. Procedure for Imposing Sanctions

- 23.1.** The sanctions will be imposed by the Euroleague Basketball CEO, at the proposal of the Referees Director, through a complete resolution including the grounds that justify it after the alleged offender's arguments in defence have been heard.
- 23.2.** 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.
- 23.3.** 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.

- 23.4.** 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 24. 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 25. Expiry of Infringements

- 25.1.** Infringements will expire after one year from the day following the date of the infringement.
- 25.2.** 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 26. Expiry of Sanctions

Sanctions will expire after one year 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 27. Imposition of Sanctions

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

