BKT EuroCup

2025-26
BKT EUROCUP
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FIBA Internal Regulations Governing Anti-Doping

https://www.fiba.basketball/internal-regulations/book4/anti-doping.pdf
https://www.fiba.basketball/anti-doping

EUROCUP
CLUB LICENSING RULES

EUROCUP CLUB LICENSING RULES

CHAPTER I

Definitions, Object and EuroCup Licences

Article 1 Definitions

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

a) "EuroCup" is the basketball competition organised by EP in which the Clubs participate.

b) "EuroLeague" is a basketball competition organised by EP.

c) "Euroleague Basketball competitions" are the EuroLeague and the EuroCup competitions.

d) "Clubs" are the 20 member associations and clubs (regardless of their juridical nature or type of incorporation) that have basketball teams with a licence to participate in the EuroCup.

e) "EuroCup Licensed Clubs" are the member associations and clubs (regardless of their juridical nature or type of incorporation) that participate in the EuroCup with a three-year licence.

f) "EuroCup Associated Clubs" are the member associations and clubs (regardless of their juridical nature or type of incorporation) that participate in the EuroCup with an annual licence or through a wild card.

g) "ECA" is the limited liability company Euroleague Commercial Assets S.A., the shareholders of which are the EuroLeague Licensed Clubs and a number of Domestic Leagues.

h) "General Assembly" is the ECA body of representation and governance, where the ECA shareholders meet, which is responsible for the general supervision of the topics regarding the Euroleague Basketball competitions and for approving the relevant 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.

i) "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.

j) "EuroCup Board" is the body, constituted on 7 July 2016, which has been granted the duties to submit proposals and recommendations regarding the EuroCup to the General Assembly and/or the Shareholders Executive Board to exercise any further functions conferred on it by the General Assembly.

k) "EP" is the limited liability company Euroleague Properties S.A., or any of its relevant successors, licensees or assignees, controlled by ECA, responsible for managing and organising the EuroLeague and the EuroCup, as well as for commercialising their properties. EP has assigned its responsibilities to EV.

l) "EV" is the limited liability company Euroleague Ventures S.A., or any of its relevant successors, licensees or assignees, incorporated by EP and IMG Media Limited according to the Joint Venture Agreement signed by both parties with the aim of increasing the stature, awareness and economic value of the Euroleague Basketball competitions and the Clubs. EP and IMG Media Limited have agreed on a long-term cooperation in the management, administration and organisation of the Euroleague Basketball competitions as well as their promotion and commercialisation through the incorporation of EV.

m) "Companies" refers to ECA and EP jointly, or any of their respective successors, licensees or assignees.

n) "Representatives" refers to the individual persons empowered to represent the Clubs or Domestic Leagues.

o) "EuroCup Bylaws" refers to the set of rules formed by the EuroCup Club Licensing Rules, EuroCup Regulations, agreements, resolutions and contracts approved by the competent governing bodies whose aim is to regulate the EuroCup.

p) "Contract" is the document signed by each Club and EP, whereby the Club accepts and adheres to the EuroCup 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 Contract is the document whereby the rights and obligations that both parties assume for participating in the EuroCup are established.

q) "FIBA" is the International Basketball Federation.

r) "Domestic Leagues" are the professional organisations that run domestic or regional competitions in which clubs participate.

s) "Domestic Championship" refers to the main competition of a Domestic League, from beginning to end, including the Regular Season, and if any, the Playoffs and/or Final Four.

t) "Domestic Competitions" refers to all official competitions of a Domestic League.

Article 2 Object

The object of these EuroCup 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 EuroCup.

The right to participate in the EuroCup 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 EuroCup to any third party without the prior authorisation of the General Assembly.

Article 3 EuroCup licences

ECA will grant 20 licences to operate teams in the EuroCup.

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

EuroCup Licensed Clubs will participate on a three-year basis and EuroCup Associated Clubs will participate on a one-season basis, or through a wild card under the conditions established in Article 13, pursuant to the terms and conditions established in these Licensing Rules.

CHAPTER II

EuroCup Licensed Clubs

Article 4 **Criteria for allocating EuroCup Licensed Club Licences**

ECA may grant at its own discretion EuroCup Licensed Club Licences to the clubs based on the following criteria:

4.1 The consideration of sports results (international and domestic) and business criteria (including but not limited to audiovisual revenues generated from the club's home market, in-arena attendance, market value).

4.2 Use of an arena with a minimum capacity for 5,000 seated spectators that is less than a four-hour commercial flight from Frankfurt am Main (unless an exception is approved by the Shareholders Executive Board, 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 a maximum distance of 25km by road from the arena.

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 meet the requirements established in the EuroCup Financial Stability and Fair Play Regulations included in Appendix III.

4.6 The club must be in a sound legal position and will not have, by itself or through its managers or employees, any conflict of interests with any other club participating in the EuroCup or be involved in companies representing players and/or coaches.

4.7 The club must not be banned or temporarily suspended from participating in the Euroleague Basketball competitions by the Companies, regardless of the reason for the prohibition or suspension.

Article 5 Requirements for participation in the EuroCup as a EuroCup Licensed Club

The clubs that comply with the criteria stipulated in Article 4 must fulfil the following requirements for the allocation of a EuroCup Licensed Club place, as well as those requirements that will be approved by the General Assembly:

5.1 Signature of the EuroCup Licensed Club Contract pursuant to the model of Appendix I.

5.2 Participation in the Domestic Championship, unless an exception is approved by the Shareholders Executive Board.

5.3 Express declaration of observance of the EuroCup 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.

5.4 Payment of the registration fee established by the General Assembly each season, if any.

5.5 Fulfilment of the EuroCup Financial Stability and Fair Play Regulations, including the provision of an express declaration of sound financial position of the club, stating that the club has no debts, 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.

5.6 Provision of an express declaration of sound legal position of the club, stating that the club, its managers and/or employees do not fall into the incompatibility situations established in Appendix V.

5.7 The clubs must fulfil any other requirement that the General Assembly may establish.

Article 6 Cancellation or suspension of the EuroCup Licensed Club Contract

6.1 ECA has the right to cancel the EuroCup Licensed Club Contract, or temporarily suspend it at its own discretion, for one of the following reasons:

6.1.1 In the event that the EuroCup Licensed Club finishes in the last position of the EuroCup standings in two different seasons during the term of its EuroCup Licensed Club Contract.

6.1.2 The Club has stopped fulfilling the requirements established in these Licensing Rules or for any other reason provided by the relevant Licensed Club 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 Partnership 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 reach the threshold of 80% of paid attendance in relation to the minimum arena capacity throughout the EuroCup season as established in the EuroCup Bylaws. For the purposes of this article, it will be taken into account that the sale of the ticket products 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 EuroCup Financial Stability and Fair Play Regulations.

6.1.7 The Club has been sanctioned with the prohibition of participating in the Euroleague Basketball competitions.

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

6.3 The suspension of the EuroCup Licensed Club Contract will entail the loss of the Club's right to participate in the EuroCup, 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 EuroCup Licensed Club Contract will entail the Club's obligation to refrain from executing any rights whatsoever (e.g. economic, voting, etc) held in the Companies, during the period in which the licence is suspended.

Article 7 Substitution of a club

When a vacancy arises among the EuroCup Licensed Clubs for whatever reason, the EuroCup Board may propose to Shareholders Executive Board and to the General Assembly the substitution of the place for a wild card, which will be granted to the club that the General Assembly considers appropriate, for the period that it deems necessary and under the conditions that the General Assembly establishes. In whatever case, the endorsement of EV will be required.

Article 8 Participation in the EuroLeague

In the event that during the term of the licence, the Club receives a licence to participate in the EuroLeague competition, the Club undertakes to participate in it in accordance with the EuroLeague Club Licensing Rules, and any subsequent modifications, amendments and appendices thereto.

Any season in which the Club participates in the EuroLeague during the term of the licence will count within the total amount of seasons of the EuroCup Licensed Club Contract.

CHAPTER III

EuroCup Associated Club Licences

Article 9 **EuroCup Associated Club Licences to participate in the EuroCup**

ECA will approve the clubs to which it will grant EuroCup Associated Club Licences to participate in the EuroCup.

Article 10 **Criteria for allocating EuroCup Associated Club Licences**

ECA will grant at its own discretion EuroCup Associated Club Licences to the clubs that comply with the following criteria:

10.1 Use of an arena with a minimum capacity for 2,500 seated spectators that is less than a four-hour commercial flight from Frankfurt am Main (unless an exception is approved by the Shareholders Executive Board, 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.

10.2 Availability of at least two 4 star hotels within a maximum distance of 25km by road from the arena.

10.3 International airport at a maximum distance of 150km 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.

10.4 The club must meet the requirements established in the EuroCup Financial Stability and Fair Play Regulations established in Appendix III.

10.5 The club must be in a sound legal position and will not have, by itself or through its managers or employees, any conflict of interests with any other club participating in the Euroleague Basketball competitions or be involved in companies representing players and/or coaches.

10.6 The club must not be banned or temporarily suspended from participating in the Euroleague Basketball competitions by the Companies, regardless of the reason for the prohibition or suspension.

Article 11 Requirements for participation in the EuroCup as a EuroCup Associated Club

11.1 Signature of the EuroCup Associated Club Contract pursuant to the model of Appendix II.

11.2 Participation in the Domestic Championship, unless an exception is approved by the Shareholders Executive Board.

11.3 Express declaration of observance of the EuroCup 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.

11.4 Payment of the registration fee established by the General Assembly each season, if any.

11.5 Reasonable expectation of resources generated from audiovisual and/or partnership rights for the EuroCup as a whole, TV coverage of the club's home games and observance of the quality standards of TV production.

11.6 Fulfilment of the EuroCup Financial Stability and Fair Play Regulations, including the provision of an express declaration of sound financial position of the club, stating that the club has no debts, 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.

11.7 Provision of an express declaration of sound legal position of the club, stating that the club, its managers and/or employees do not fall into the incompatibility situations established in Appendix V.

11.8 The clubs that have participated in previous seasons with EuroCup Associated Club Licences must have fulfilled the criteria and requirements established in the EuroCup Financial Stability and Fair Play Regulations.

11.9 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 been granted, a EuroCup Associated Club Licence for whatever reason, the EuroCup Board may propose the substitution of the place for a wild card to the Shareholders Executive Board and to the General

Assembly, which will be granted to the club that the General Assembly considers appropriate at its own discretion.

Article 13 Wild cards

A club receiving a wild card that entitles it to participate directly in the EuroCup by means of a EuroCup Associated Club Licence, as a consequence of a vacancy or by direct assignment from the General Assembly, must meet the requirements established for these types of licences, including any additional requirements that the General Assembly, following the proposal by the EuroCup Board and the Shareholders Executive Board, considers appropriate at its own discretion and for the period that it deems necessary.

Article 14 Waiving of rights

If, after having registered in or having been admitted to the EuroCup, a Club renounces its participation, fails to comply with the requirements for participation or withdraws from the EuroCup in any of its phases, it will be subject to the opening of a possible disciplinary proceeding and liable for any further damages. Additionally, the Club acknowledges and accepts that any future entitlement to be registered in the following editions of the Euroleague Basketball competitions will not grant the Club an automatic right to be registered or admitted therein.

CHAPTER IV

Transfer of the Licence,

Change of City and Transfer of Shares

Article 15 Transfer of the licence

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

Article 16 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 EuroCup Bylaws, and if it is beneficial for the EuroCup, for the promotion of basketball and for the commercialisation of the EuroCup properties.

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 participate in the EuroCup.

17.1.2 To benefit from all agreements, covenants and dealings carried out by the Companies for the good of the EuroCup.

17.1.3 To benefit from the economic amounts established and allocated as a market and/or sports pool share for their participation in the EuroCup according to the economic distribution agreed by the General Assembly.

17.1.4 To participate, as provided by these Licensing Rules, in the management decisions regarding the EuroCup.

17.1.5 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 EuroCup Bylaws, agreements and resolutions governing the EuroCup.

17.2 The Clubs have the following obligations:

17.2.1 To accept and comply with the EuroCup Bylaws, which include the obligation to participate in the EuroCup.

17.2.2 To comply with the resolutions, agreements and commitments adopted or entered into by the Companies, the EuroCup Board, 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 EuroCup.

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 EuroCup and abstain from any conduct that may obstruct or delay the smooth administration and management of the Companies and the EuroCup.

17.2.5 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 EuroCup Bylaws, agreements and resolutions governing the EuroCup.

Article 18 Special conditions for the EuroCup champion and EuroCup runner-up

18.1 ECA will grant the EuroCup champion a one-year licence for participating in the EuroLeague the following season.

18.2 ECA will grant the EuroCup runner-up a one-year licence for participating in the EuroLeague the following season, provided that no club that had originally qualified for the EuroLeague as EuroCup champion or EuroCup runner-up has finished among the top eight clubs of the EuroLeague standings.

18.3 In all cases, the allocation of the licence will be conditional upon the fulfilment of all terms and conditions established in the EuroLeague Licensing Rules for the clubs with EuroLeague Associated Club Licences.

Article 19 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 EuroCup licence that has been cancelled for a reason attributable to the club, pursuant to these Licensing Rules.

Article 20 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 EuroCup. These criteria will be updated accordingly in the EuroCup Regulations.

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

ADDITIONAL PROVISION

The General Assembly will be responsible for establishing, before the end of each season, the competition system and allocation of EuroCup licences for the following season.

TRANSITORY PROVISION
Requirements of Clubs with a EuroCup Licensed Club 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 5,000 seated spectators for those clubs that have previously provided credible evidence that they can adapt their arena capacity to the EuroCup Club Licensing Rules requirements.

FINAL PROVISIONS

1. Appendices

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

2. 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 Contract.

3. 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.

APPENDICES

APPENDIX I

EUROCUP
LICENSED CLUB CONTRACT

APPENDIX I

EUROCUP LICENSED CLUB CONTRACT

This 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 23387572, 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 its President Mr/Ms ……..

Both parties mutually acknowledge each other's legal capacity to be bound by and enter into this Contract in their respective capacities, freely and spontaneously to make the following

RECITALS

WHEREAS EP is a company whose core business consists in the promotion, organisation, management and exploitation of professional basketball competitions at European level named EuroLeague and EuroCup (hereinafter jointly referred to as the "Euroleague Basketball competitions");

WHEREAS the Club is a professional basketball club and as such is the owner or licensee of some commercial, image, audiovisual and intellectual property rights related to the Club and its players, coaches, staff and other club-related individuals;

WHEREAS the Club is willing to access and participate in the competition named EuroCup (hereinafter referred to as the "EuroCup") and therefore to fulfil the requirements established in the official and approved EuroCup Bylaws (hereinafter referred to as the "EuroCup Bylaws"); and

WHEREAS the Club is willing to grant EP some commercial, image, audiovisual and intellectual property rights related to the Club and to the players, coaches, staff and other club-related individuals in order to allow the exploitation of the EuroCup by EP (or by any third party appointed by EP) by any means, formats, materials or procedures.

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

CLAUSES

1. The Club agrees and commits itself to fulfil each and every rule appearing in the EuroCup Bylaws and any subsequent modifications, amendments and appendices thereto.

2. On condition that all Club's obligations under this Contract are fulfilled, EP grants the Club the licence to participate for a three-season period starting with the 2021–22 season, with its highest level team in the EuroCup, as described in the EuroCup Club Licensing Rules, and any subsequent modifications, amendments and appendices thereto.

In the event that during the term of this Contract, the Club receives a licence to participate in the EuroLeague competition, the Club undertakes to participate in it in accordance with the EuroLeague Club Licensing Rules, and any subsequent modifications, amendments and appendices thereto.

Any season in which the Club participates in the EuroLeague during the term of this Contract will count within the total amount of seasons referred to above.

3. The Club commits itself to participate in the EuroCup (including events in pre- and post-games), as well as in any exhibition, preparation or friendly game or in any other competitions or events of any nature directly or indirectly organised by EP or by any of its successors, licensees or assignees when the Club is required to do so (hereinafter referred to as the "Events"), 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 EuroCup (hereinafter the "Company"). In consideration of this, the Club will be entitled to all the rights derived from those rules, regulations, agreements and resolutions.

4. The Club hereby grants EP on an exclusive and worldwide basis all its Audiovisual Rights (as defined in Appendix I attached to this Contract) related to the Club and its participation in the EuroCup or in any other Events.

In particular, the Club grants EP an exclusive licence of the Audiovisual Rights for any business activities exclusively relating to the

management, organisation, promotion and commercialisation of the EuroCup, including but not limited to, filming and broadcasting audiovisual content related to the EuroCup, licensing this content to third parties, entering into partnership arrangements, producing, advertising, distributing, selling, promoting and marketing products and services including those of any EuroCup sponsors, licensees, TV broadcasters and other business parties (hereinafter collectively referred to as "EuroCup Partners") and including merchandise (including but not limited to calendars, agendas, clothing, footwear, sporting articles, toys and Video Games, as defined in Appendix I attached to this Contract) (the "Purpose").

As the exclusive owner of all the Audiovisual Rights, EP will be entitled to hold, use and exploit them exclusively for the Purpose without any limitation and in the manner that it deems appropriate, through any form of exploitation and by any means, formats, materials or procedures, either during the term of this Contract or after its resolution or termination whatever the cause or reason. EP will also be entitled to assign, grant, license or transfer the Audiovisual Rights to any third parties, exclusively or not, and under the terms and conditions stipulated in the previous paragraph.

Pursuant to the foregoing, the Club will not hold audiovisual rights or any other rights of a similar nature over the Audiovisual Rights nor may exploit them in any way or by any means, whether directly or indirectly, in whole or in part, unless with the previous written authorisation of EP.

The rights assigned by virtue of this Contract may be exercised in connection with the whole or part of the Audiovisual Rights, as well as through the totality or part of the authorised modalities of exploitation, without any kind of limitation.

5. The Club expressly authorises EP, the Company, or any of their successors, licensees or assignees to use and exploit, without any restriction, all intellectual property (as defined in Appendix II to this Contract) of any logos, symbols, trademarks and names of the Club for any and all commercial, advertising and promotional purposes aimed at promoting the EuroCup, including the production, licence and/or sale of EuroCup merchandise and other commercial materials (hereinafter referred to as the "Club IP").

In particular, the Club grants EP an exclusive and worldwide licence for the Club IP exclusively for the Purpose.

The authorisation granted by means of this clause is made on a royalty-free basis and allows EP to use and exploit, without any restriction, any intellectual property of the Club IP exclusively for the Purpose, together with the logos, symbols, trademarks and names of EP, or

together with the logos, symbols, trademarks and names of EP and of any third party, through any form of exploitation and by any means, formats, materials or procedures, for any and all commercial, advertising and promotional purposes.

The assigned rights may be exercised exclusively for the Purpose in connection with the whole or part of the Club IP, as well as through the totality or part of the authorised modalities of exploitation, without any kind of limitation.

The authorisation of the Club includes the right of EP to assign, grant, license or transfer the use and exploitation of the Club IP to any third party and, in particular but without any limitation, to the official EuroCup Partners, under the terms and conditions stipulated in the previous paragraph.

6. The Club declares to have obtained, and hereby grants EP, all the commercial and advertising exploitation of the image rights [including all rights for the name, nickname, initials, signature, number, image, likeness (photograph, caricature, etc.), voice, personal or biographical data or any combination, reproduction or simulation thereof] of its players, coaches, staff and other club-related individuals (hereinafter referred to as the "Image Rights"), exclusively for the Purpose and, on a worldwide and royalty-free basis, provided that the Image Rights of these individuals appear linked to the Club, including wearing the Club's apparel and footwear or participating in any of the Events or any other public events organised by the Club or by EP, and provided that these events are related to the EuroCup or to any other competitions or events organised by EP or by any of its successors, licensees or assignees.

The choice of the system of commercial and advertising exploitation of the Image Rights, granted in accordance with the previous paragraph, will be the remit of EP or any of its successors, licensees or assignees. The Club commits itself to the collaboration of the individuals mentioned above in the selected system of commercial exploitation.

The authorisation of the Club includes the right of EP to assign, grant, license or transfer the use and exploitation of the Image Rights above exclusively for the Purpose to any third party and, in particular but without limitation, to the EuroCup Partners, under the terms and conditions stipulated in the previous paragraphs.

The Club acknowledges that in certain countries the protection and enforcement of rights in an individual's personality (such as the Image Rights) requires the personal assertion of those rights by the individual in a manner prescribed by the relevant law in that jurisdiction. The Club agrees to assist EP in obtaining the necessary consents from the players, coaches, staff or other club-related individuals in order to

allow EP to exploit the Image Rights in accordance with the provisions set forth in this Contract.

7. As for the audiovisual, partnership, advertising, internet and merchandising rights related to the EuroCup:

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

a) All revenues from any EuroCup Partner.

b) All revenues from the exploitation of any and all audiovisual rights (including the Audiovisual Rights) of any nature and pertaining to the EuroCup competition, including without limitation the use of any and all still footage (provided that they have been extracted from moving footage) and moving footage, irrespective of how this footage has 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 EuroCup (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 partner and other EuroCup Partners and/or any EuroCup game.

e) All revenues from EuroCup 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 EuroCup suppliers (including without limitation, the suppliers of the ball, drink and computer services).

g) All revenues from official publications of the EuroCup.

7.2. The Club also acknowledges and agrees that EP is fully entitled, without limitation, to assign, grant, license or transfer, in full or in part, any and all rights related to the EuroCup, 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.

7.3. The Club acknowledges and agrees that EP is entitled to:

a) One third of the entire commercial electronic inventory, including 24 minutes on the electronic advertising boards around the playing court within the TV cameras coverage, in the arena where the Club is going to hold, as home team, the EuroCup games.

b) One advertising space for EuroCup self-promotion or for EuroCup Partners 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 backstop unit, and one advertising space for EuroCup Partners placed on each end of the playing court, behind the endlines and in front of the backstop units, in the arena where the Club is going to hold, as home team, the EuroCup games.

c) The sole ownership of the advertising rights of the arenas where the EuroCup Finals games and any other special events, including but not limited to All-Star games, are to be held.

d) One third of the digital advertising inventory of the Club, including the Club's official website, for EuroCup self-promotion or for EuroCup Partners.

The Club acknowledges and agrees that any and all rights mentioned in this Paragraph 7.3 may be modified by the governing bodies of EP and/or the Company.

The Club further acknowledges and agrees that EP is fully entitled, without limitation, to assign, grant, license or transfer any and all rights arising from this Paragraph 7.3 to a third party.

7.4. The Club also acknowledges and agrees that EP may grant exclusivity to up to three main/naming/presenting/title EuroCup Partners — ("Main EuroCup Partners", as designated by the Company, among which the broadcasting partner is included) — and may also grant exclusivity to up to three additional EuroCup Partners. In this case, under no circumstance may the Club's partners (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 exclusive brand category of the EuroCup Partners.

Notwithstanding the foregoing, the naming/presenting/title partner of the Club (or alternatively, if none of the above exist, the main partner of the Club, which for the avoidance of doubt will be considered as the brand appearing on the front of the

playing uniform with the greatest exposure) will be protected when it coincides with the Main EuroCup Partners above.

The naming/presenting/title partner of the Club (or the main partner as referred to in the paragraph above) and one additional partner of the Club — among those appearing on the playing uniform and/or with significant exposure on the main advertising platforms of the club within the TV cameras coverage — will likewise be protected when they coincide with the exclusive brand category of the three additional EuroCup Partners above (excluding the Main EuroCup Partners).

In these cases, the aforementioned EuroCup Partners might share commercial, advertising and promotional activities within the arena with the main/naming/presenting/title partner of the Club.

8. In exchange for the rights granted in this Contract, the Club will be entitled to receive the economic amounts established and allocated by EP as a market and sports pool share for its participation in the EuroCup according to the economic distribution agreed upon each year before the start of the relevant season.

With the aim that the rights and obligations under this Contract are effective, the Club is obliged to submit no later than 1 July of the current year the corresponding security deposit as determined by EP in order to cover all those financial obligations that as a consequence of its participation in the EuroCup and for any reason whatsoever it may have towards EP and/or the Company.

Without prejudice to what is stated herein, the security deposit will be returned to the Club after the end of the EuroCup season (fully, if the Club has fulfilled all its obligations, or partially if the Club has any overdue payables, of any kind and nature, with EP and/or the Company, for any reason whatsoever, as a consequence of its participation in the EuroCup). Should EP or the Company withdraw, fully or partially, the security deposit, the Club commits itself to reimburse it, for the purpose of complying with what is established in this paragraph.

Failure to provide the required security deposit within the deadline of 1 July of the current year 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 EuroCup).

9. The Club acknowledges and accepts that EP may assign, grant, license or transfer the organisation and administration of the EuroCup to the Company or to a third party, which could be the direct or indirect

beneficiaries or licensees of this Contract or of the rights granted by the Club to EP herein.

10. The Club expressly agrees that EP may at its sole discretion offset and compensate for any sum due by the Club for any reason whatsoever (including but not limited to any economic obligations such as payment of fines) to EP, the Company and/or any other club that participates or has participated in the Euroleague Basketball competitions against any sum due by EP or any of its successors, licensees 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 participating in the EuroCup, or

b) Is a member of any other club participating in the EuroCup, or

c) Is involved in any role whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroCup, or

d) Has any power whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroCup.

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

The Club accepts and declares that 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 the Club or have any power whatsoever in the management, administration and/or sporting activity of the Club.

12. The Club represents and warrants that it is the exclusive owner of all the rights granted by virtue of this Contract, that these rights are free of any charges or limitations, that the use and exploitation thereof by EP will not involve or lead to an infringement of any third party rights and that there is no claim or dispute regarding these rights that could disrupt or affect their full and unhindered use and exploitation by EP in any way. The Club will indemnify, defend and hold fully harmless EP, its affiliates, owners, directors, officers, employees, licensees and

agents against any liabilities, damages (including the loss of profits), expenses, costs, claims, proceedings, fines or penalties in connection with: (i) any inaccuracy, omission, misrepresentation or breach of any representation and warranty herein; and/or (ii) the breach of any other provision of this Contract.

The Club undertakes not to request, demand or claim from EP any other economic consideration in the future in relation to the rights granted by virtue of this Contract and their use and exploitation by EP.

13. The stipulated term of this Contract is three seasons, commencing on the 2021–22 season. At the end of the three-season period, the Contract will expire on 30 June of that year, without prejudice to any pending obligations that are derived from the participation of the Club in the EuroCup and that will remain in force until complete fulfilment.

14. Cancellation:

EP has the right to immediately cancel this 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 EuroCup Bylaws:

a) In the case that the Club finishes in the last position of the EuroCup standings on two different occasions during the term of this Contract.

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) The Club fails to comply timely, accurately, completely and in good faith with any material obligation derived from this Contract, the EuroCup Bylaws or any other EuroCup regulation, rule, agreement or resolution of the governing bodies of EP and the Company.

d) The Club fails to comply with its duties towards EP 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 and the Company (including but not limited to the Audiovisual Rights Licence Agreements and Partnership Agreements) or fails to comply with the economic control rules approved by the governing bodies of EP and/or the Company.

e) During two consecutive seasons, the Club does not manage to reach the threshold of 80% of paid attendance in relation to the minimum arena capacity throughout the EuroCup season as established in the EuroCup Bylaws. For the purposes of this clause, it will be taken into account that the sale of the ticket products 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.

f) 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, the Company, the EuroCup or other clubs participating in the Euroleague Basketball competitions (including but not limited to any action incompatible with basic values of sports and ethics).

g) The Club has been formally declared bankrupt or insolvent by a competent body in its home country, has entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, or it is 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.

h) The Club does not cooperate with the utmost diligence and in good faith with any governing body or representative of the EuroCup, EP or the Company or any of their successors, licensees or assignees.

i) The Club has been sanctioned with the prohibition of participating in the Euroleague Basketball competitions.

j) There is an acquisition by a Person of a Significant Interest in the Club. "Significant Interest" means the direct or indirect holding of the legal or beneficial interest(s) in, and/or the ability to directly or indirectly exercise the voting rights applicable to, Shares in the Club which confer in aggregate on the holder(s) thereof at least 25% of the total voting rights exercisable in respect of any class of Shares of the Club. All or part of any such interest may be held directly or indirectly or by contract, including through any Connected Person(s). In order to determine whether an interest or interests of any Connected Person(s) amounts to a Significant Interest, any rights or powers held by a Person or any Connected Person(s) will be considered for

the purposes of determining whether any interest(s) amount to a Significant Interest. The terms contained within this clause are defined as follows:

- "Connected Person" means: (i) in relation to an individual, any other individual who has a special connection with the relevant individual, such as for instance a spouse, relative, civil partner or business partner, or (ii) in relation to a legal entity, any Person that directly or indirectly possesses or is entitled to acquire a dominant influence over the relevant legal entity that is acquiring a Significant Interest in the Club, or (iii) any Person with which any relevant Person is acting in concert, for instance pursuant to an agreement or understanding whether formal or informal, or (iv) any Person that possesses rights or powers directly or indirectly on behalf of the Person that is acquiring a Significant Interest in the Club;
- "Person" includes any individual or legal entity of any kind, whether incorporated or unincorporated, and in the case of a Person that is a legal entity, any of its associated undertakings, fellow subsidiary undertakings, group undertakings, parent undertakings or subsidiary undertakings;
- "Shares" means shares or other equity securities.

k) There is a change in the exercise, either directly or indirectly, of a Person's "Dominant Influence" over the Club, where a Person includes any individual or legal entity of any kind, whether incorporated or unincorporated, and in the case of a Person that is a legal entity, any of its associated undertakings, fellow subsidiary undertakings, group undertakings, parent undertakings or subsidiary undertakings. A "Dominant Influence" can be exercised if a Person, pursuant to a contract or any other source, for instance:

- has or controls the majority of the voting rights of the members or shareholders of the Club;
- has the right to appoint or dismiss a majority of the members of the administrative organ, of the management organ or of the supervisory organ of the Club;
- has the power to determine the conduct or policies of the Club.

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

15. The Club will not in any way assign, grant, license or transfer this Contract or the related licence to any third party nor will it assign, grant, license or transfer to any third party the rights and duties arising hereunder without the prior written consent of EP.

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

16. This Contract will be governed by and construed in accordance with the substantive law of Switzerland.

All disputes arising out of or in connection with this Contract, including any question regarding its existence, validity, interpretation, breach, performance or termination, will 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 will be conducted in English and the seat of arbitration will 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 will be bound by a duty of confidentiality.

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

Signed by	Signed by.....
Euroleague Properties S.A.	The Club

APPENDIX I
Audiovisual Rights

For the purpose of this document, Audiovisual Rights means the right to attend, film and/or record the games (and any ancillary footage including interviews) at any venue and/or any other sound and/or moving picture images of any kind whatsoever pertaining to the EuroCup and the exclusive right to copy, produce, reproduce, transmit, distribute, broadcast, communicate to the public, publish, download and/or otherwise exploit and/or authorise and contract with other persons to copy, produce, reproduce, transmit, distribute, broadcast, communicate to the public, publish, download and/or otherwise exploit the games and/or any other sound and/or moving picture images, audio, visual and audiovisual materials or broadcasts of any kind whatsoever pertaining to the EuroCup (in whole or in part, whether live, deferred, delayed or as highlights and/or clips) by all methods of communication now known or hereafter invented or developed in any language to the public by way of electronic transmission and/or delivery or otherwise whether wire, wireless, cable or satellite, DVD, CD, Blu-ray or other multimedia device or storage medium, analogue and/or digital or otherwise in any format (including standard definition, high definition, 3D or otherwise), of audiovisual and or video materials now known or hereafter developed and by means of any payment mechanism including without limitation linear, on demand, by subscription, free or pay services, as well as by way of the internet (including simulcasting, download or streaming and including without limitation the right to offer some or all of the games as part of the interactive service and/or platform and enhanced programming services of the Euroleague Basketball competitions) or radio to any persons and premises (including on aircraft, cruise ships or other forms of transport or in hotels, motels or similar temporary or permanent living accommodation), whether commercial or domestic, and to any device (including mobile and other internet-enabled technology), on an unlimited number of occasions.

In particular, Audiovisual Rights will include the following rights:

- Media Rights: means the right to exploit any programme and all footage and data in respect of each Event and coverage of each Event on a live and/or delayed basis via any Delivery System.

- Archive Rights: means the right to make available, distribute or otherwise exploit archive material via any Delivery System. Archive Material being audiovisual recordings of the Events involving the Club.

- Betting Audiovisual Rights: means the right to make available, distribute or otherwise exploit the coverage of the Events and to distribute such coverage of the Events to third party licensees for betting purposes for use by the following means of audiovisual, audio and visual media: (i) internet, online, interactive and related multi-media (including virtual image rights), whether now known or hereinafter invented; (ii) WAP, 3G, 4G, 5G and other

mobile wireless technology whether now known or hereinafter invented to mobile devices; and (iii) any means of display for use inside retail locations of bookmakers.

- Clip Rights: means the right to record, produce and edit footage of the Events to make clips and compilations and make available, distribute or otherwise exploit such clips and compilations via any Delivery System.

- Data Rights: means the right to make available, distribute or otherwise exploit all scoring, statistical, performance or other data relating to the Events and to distribute such scoring, statistical, performance or other data of the Events to third party licensees for all purposes, including betting and editorial media purposes for use via any Delivery System as well as for use inside retail locations of bookmakers.

- Editing Rights: means the right to record, produce and edit footage of the Events to: (i) add direct subtitles to the footage of the Events; (ii) dub the sound track of the footage of the Events; (iii) meet the requirements of broadcasting authorities in the appropriate territory; (iv) meet any applicable legal requirements in the appropriate territory; and (v) meet the demands of accurate timing or presentation; (vi) enable the insertion of advertising for TV exploitation.

- Fantasy Game Rights: means the right to record, produce and edit footage of the Events to be made available via any Delivery System in association with any so-called "fantasy game" (as that term is commonly understood) linked to the Events.

- Highlights Rights: means the right to record, produce and edit live footage of the Events to create highlights programmes.

- Promotional Rights: means the right to use, and authorise the use of, clips and extracts (each up to a total of three minutes' duration), stills and/or screen grabs from the Events for the promotion of the exploitation of the Audiovisual Rights granted hereunder via any Delivery System.

- Radio Rights: means the right to distribute the Events (as well as any programme produced by EP) live and/or deferred, wholly or in part, by Radio. Radio means all forms of audio only transmission whether as part of a linear or non-linear radio service, via analogue or digital signal, via air radio, cable radio, satellite radio mobile telephony communications, broadband, the internet or any other means of audio distribution, whether now known or hereafter invented.

- Social Media Rights: means the right to record, produce and edit clips of footage of the Events to be made available via any Delivery System on a near-live and delayed basis on any digital platform including, without limitation, www.youtube.com, www.yahoo.com, www.itunes.com and any

social media platforms such as but not limited to Facebook, Twitter, Instagram, Periscope and Snapchat, as well as any other platform that could be created or exploited from time to time.

- Trading Card Rights: means the right to use content and/or clips of footage of the Events or programmes on trading cards or other collectibles and to make such trading cards or other collectibles available via any Delivery System or in hard copy form.

- Video Game Distribution Rights: means the right to engage in and/or otherwise authorise third parties to engage in the copying, distribution, exhibition and/or other exploitation of Video Games (including by way of the internet, mobile telephony communications and/or any other methods of Video Game distribution, whether now known or hereafter invented). Video Game means any audiovisual or other electronic game which is played either on a computer, mobile device or video game console which may or may not include footage from the Events or programmes.

- Virtual Media Rights: means any rights to manipulate footage of the Events or programmes by technological means so that a viewer may, by means of the use of a headset or other device, be afforded a 360 degree view or aspect of such digital content as if he himself or she herself was present at the Events and programmes.

In this Appendix I, Delivery System means any and all means of audiovisual, audio and visual media including (i) all forms of TV whether now known or hereafter invented and whether live or recorded including terrestrial, cable and satellite, analogue and digital, video-on-demand, NVOD, DSL, ADSL, pay-per-view, subscription, pay and free TV; (ii) home video, DVD, Blu-ray, download to own and download to rent; (iii) theatrical and non-theatrical means including in-flight and in-ship and other transport rights; (iv) radio; (v) internet, on-line, interactive and all other multi-media (including all forms of virtual image distribution); (vi) WAP, 3G, 4G, 5G and other mobile telephony/mobile communications; and (viii) all other means of audiovisual, audio and visual distribution, whether now known or hereafter invented.

APPENDIX II
Intellectual Property

Copyright and related rights, trademarks, signs, denominations, logos, symbols, business names and domain names, goodwill and the right to sue for passing off or unfair competition or any equivalent law, rights in designs, database rights, rights in TV and sporting formats, rights to use, and protect the confidentiality of, confidential information (including know-how and trade secrets) and all other intellectual property rights, in each case, whether registered or unregistered, and all similar or equivalent rights or forms of protection in any part of the world.

APPENDIX II

EUROCUP
ASSOCIATED CLUB CONTRACT

APPENDIX II

EUROCUP ASSOCIATED CLUB CONTRACT

This 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 23387572, 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 its President Mr/Ms ……..

Both parties mutually acknowledge each other's legal capacity to be bound by and enter into this Contract in their respective capacities, freely and spontaneously to make the following

RECITALS

WHEREAS EP is a company whose core business consists in the promotion, organisation, management and exploitation of professional basketball competitions at European level named EuroLeague and EuroCup (hereinafter jointly referred to as the "Euroleague Basketball competitions");

WHEREAS the Club is a professional basketball club and as such is the owner or licensee of some commercial, image, audiovisual and intellectual property rights related to the Club and its players, coaches, staff and other club-related individuals;

WHEREAS the Club is willing to access and participate in the competition named EuroCup (hereinafter referred to as the "EuroCup") and therefore to fulfil the requirements established in the official and approved EuroCup Bylaws (hereinafter referred to as the "EuroCup Bylaws"); and

WHEREAS the Club is willing to grant EP some commercial, image, audiovisual and intellectual property rights related to the Club and to the players, coaches, staff and other club-related individuals in order to allow the exploitation of the EuroCup by EP (or by any third party appointed by EP) by any means, formats, materials or procedures.

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

CLAUSES

1. The Club agrees and commits itself to fulfil each and every rule appearing in the EuroCup Bylaws and any subsequent modifications, amendments and appendices thereto.

2. On condition that all Club's obligations are fulfilled under this Contract, EP grants the Club the licence to participate for one season with its highest level team in the EuroCup, as described in the EuroCup Bylaws and any subsequent modifications, amendments and appendices thereto.

3. The Club commits itself to participate in the EuroCup (including events in pre- and post-games), as well as in any exhibition, preparation or friendly game or in any other competitions or events of any nature directly or indirectly organised by EP or by any of its successors, licensees or assignees when the Club is required to do so (hereinafter referred to as the "Events"), 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 EuroCup (hereinafter the "Company"). In consideration of this, the Club will be entitled to all the rights derived from those rules, regulations, agreements and resolutions.

4. The Club hereby grants EP on an exclusive and worldwide basis all its Audiovisual Rights (as defined in Appendix I attached to this Contract) related to the Club and its participation in the EuroCup or in any other Events.

In particular, the Club grants EP an exclusive licence of the Audiovisual Rights for any business activities exclusively relating to the management, organisation, promotion and commercialisation of the EuroCup, including but not limited to, filming and broadcasting audiovisual content related to the EuroCup, licensing this content to third parties, entering into partnership arrangements, producing, advertising, distributing, selling, promoting and marketing products and services including those of any EuroCup sponsors, licensees, TV broadcasters and other business parties (hereinafter collectively referred to as "EuroCup Partners") and including merchandise (including but not limited to calendars, agendas, clothing, footwear, sporting articles, toys and Video Games, as defined in Appendix I attached to this Contract) (the "Purpose").

As the exclusive owner of all the Audiovisual Rights, EP will be entitled to hold, use and exploit them exclusively for the Purpose without any limitation and in the manner that it deems appropriate, through any form of exploitation

and by any means, formats, materials or procedures, either during the term of this Contract or after its resolution or termination whatever the cause or reason. EP will also be entitled to assign, grant, license or transfer the Audiovisual Rights to any third parties, exclusively or not, and under the terms and conditions stipulated in the previous paragraph.

Pursuant to the foregoing, the Club will not hold audiovisual rights or any other rights of a similar nature over the Audiovisual Rights nor may exploit them in any way or by any means, whether directly or indirectly, in whole or in part, unless with the previous written authorisation of EP.

The rights assigned by virtue of this Contract may be exercised in connection with the whole or part of the Audiovisual Rights, as well as through the totality or part of the authorised modalities of exploitation, without any kind of limitation.

5. The Club expressly authorises EP, the Company, or any of their successors, licensees or assignees to use and exploit, without any restriction, all intellectual property (as defined in Appendix II to this Contract) of any logos, symbols, trademarks and names of the Club for any and all commercial, advertising and promotional purposes aimed at promoting the EuroCup, including the production, licence and/or sale of EuroCup merchandise and other commercial materials (hereinafter referred to as the "Club IP").

In particular, the Club grants EP an exclusive and worldwide licence for the Club IP exclusively for the Purpose.

The authorisation granted by means of this clause is made on a royalty-free basis and allows EP to use and exploit, without any restriction, any intellectual property of the Club IP exclusively for the Purpose, together with the logos, symbols, trademarks and names of EP, or together with the logos, symbols, trademarks and names of EP and of any third party, through any form of exploitation and by any means, formats, materials or procedures, for any and all commercial, advertising and promotional purposes.

The assigned rights may be exercised exclusively for the Purpose in connection with the whole or part of the Club IP, as well as through the totality or part of the authorised modalities of exploitation, without any kind of limitation.

The authorisation of the Club includes the right of EP to assign, grant, license or transfer the use and exploitation of the Club IP to any third party and, in particular but without any limitation, to the official EuroCup Partners, under the terms and conditions stipulated in the previous paragraph.

6. The Club declares to have obtained, and hereby grants EP, all the commercial and advertising exploitation of the image rights [including all rights for the name, nickname, initials, signature, number, image, likeness (photograph, caricature, etc.), voice, personal or biographical data or any combination,

reproduction or simulation thereof] of its players, coaches, staff and other club-related individuals (hereinafter referred to as the "Image Rights"), exclusively for the Purpose and, on a worldwide and royalty-free basis, provided that the Image Rights of these individuals appear linked to the Club, including wearing the Club's apparel and footwear or participating in any of the Events or any other public events organised by the Club or by EP, and provided that these events are related to the EuroCup or to any other competitions or events organised by EP or by any of its successors, licensees or assignees.

The choice of the system of commercial and advertising exploitation of the Image Rights, granted in accordance with the previous paragraph, will be the remit of EP or any of its successors, licensees or assignees. The Club commits itself to the collaboration of the individuals mentioned above in the selected system of commercial exploitation.

The authorisation of the Club includes the right of EP to assign, grant, license or transfer the use and exploitation of the Image Rights above exclusively for the Purpose to any third party and, in particular but without limitation, to the EuroCup Partners, under the terms and conditions stipulated in the previous paragraphs.

The Club acknowledges that in certain countries the protection and enforcement of rights in an individual's personality (such as the Image Rights) requires the personal assertion of those rights by the individual in a manner prescribed by the relevant law in that jurisdiction. The Club agrees to assist EP in obtaining the necessary consents from the players, coaches, staff or other club-related individuals in order to allow EP to exploit the Image Rights in accordance with the provisions set forth in this Contract.

7. As for the audiovisual, partnership, advertising, internet and merchandising rights related to the EuroCup:

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

a) All revenues from any EuroCup Partner.

b) All revenues from the exploitation of any and all audiovisual rights (including the Audiovisual Rights) of any nature and pertaining to the EuroCup competition, including without limitation the use of any and all still footage (provided that they have been extracted from moving footage) and moving footage, irrespective of how this footage has 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 EuroCup (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 partner and other EuroCup Partners and/or any EuroCup game.

e) All revenues from EuroCup 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 EuroCup suppliers (including without limitation, the suppliers of the ball, drink and computer services).

g) All revenues from official publications of the EuroCup.

7.2. The Club also acknowledges and agrees that EP is fully entitled, without limitation, to assign, grant, license or transfer, in full or in part, any and all rights related to the EuroCup, 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.

7.3. The Club acknowledges and agrees that EP is entitled to:

a) One third of the entire commercial electronic inventory, including 24 minutes on the electronic advertising boards around the playing court within the TV cameras coverage, in the arena where the Club is going to hold, as home team, the EuroCup games.

b) One advertising space for EuroCup self-promotion or for EuroCup Partners 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 backstop unit, and one advertising space for EuroCup Partners placed on each end of the playing court, behind the endlines and in front of the backstop units, in the arena where the Club is going to hold, as home team, the EuroCup games.

c) The sole ownership of the advertising rights of the arenas where the EuroCup Finals games and any other special events, including but not limited to All-Star games, are to be held.

d) One third of the digital advertising inventory of the Club, including the Club's official website, for EuroCup self-promotion or for EuroCup Partners.

The Club acknowledges and agrees that any and all rights mentioned in this Paragraph 7.3 may be modified by the governing bodies of EP and/or the Company.

The Club further acknowledges and agrees that EP is fully entitled, without limitation, to assign, grant, license or transfer any and all rights arising from this Paragraph 7.3 to a third party.

7.4. The Club also acknowledges and agrees that EP may grant exclusivity to up to three main/naming/presenting/title EuroCup Partners — ("Main EuroCup Partners", as designated by the Company, among which the broadcasting partner is included) — and may also grant exclusivity to up to three additional EuroCup Partners. In this case, under no circumstance may the Club's partners (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 exclusive brand category of the EuroCup Partners.

Notwithstanding the foregoing, the naming/presenting/title partner of the Club (or alternatively, if none of the above exist, the main partner of the Club, which for the avoidance of doubt will be considered as the brand appearing on the front of the playing uniform with the greatest exposure) will be protected when it coincides with the Main EuroCup Partners above.

The naming/presenting/title partner of the Club (or the main partner as referred to in the paragraph above) and one additional partner of the Club — among those appearing on the playing uniform and/or with significant exposure on the main advertising platforms of the club within the TV cameras coverage — will likewise be protected when they coincide with the exclusive brand category of the three additional EuroCup Partners above (excluding the Main EuroCup Partners).

In these cases, the aforementioned EuroCup Partners might share commercial, advertising and promotional activities within the arena with the main/naming/presenting/title partner of the Club.

8. In exchange for the rights granted in this Contract, the Club will be entitled to receive the economic amounts established and allocated by EP as a market and sports pool share for its participation in the EuroCup according to the economic distribution agreed upon each year before the start of the relevant season.

With the aim that the rights and obligations under this Contract are effective, the Club is obliged to submit no later than 1 July of the current year the corresponding security deposit as determined by EP in order to cover all those financial obligations that as a consequence of its participation in the EuroCup and for any reason whatsoever it may have towards EP and/or the Company.

Without prejudice to what is stated herein, the security deposit will be returned to the Club after the end of the EuroCup season (fully, if the Club has fulfilled all its obligations, or partially if the Club has any overdue payables, of any kind and nature, with EP and/or the Company, for any reason whatsoever, as a consequence of its participation in the EuroCup). Should EP or the Company withdraw, fully or partially, the security deposit, the Club commits itself to reimburse it, for the purpose of complying with what is established in this paragraph.

Failure to provide the required security deposit within the deadline of 1 July of the current year 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 EuroCup).

9. The Club acknowledges and accepts that EP may assign, grant, license or transfer the organisation and administration of the EuroCup to the Company or to a third party, which could be the direct or indirect beneficiaries or licensees of this Contract or of the rights granted by the Club to EP herein.

10. The Club expressly agrees that EP may at its sole discretion offset and compensate for any sum due by the Club for any reason whatsoever (including but not limited to any economic obligations such as payment of fines) to EP, the Company and/or any other club that participates or has participated in the Euroleague Basketball competitions against any sum due by EP or any of its successors, licensees 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 participating in the EuroCup, or

b) Is a member of any other club participating in the EuroCup, or

c) Is involved in any role whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroCup, or

d) Has any power whatsoever in the management, administration and/or sporting activity of any other club participating in the EuroCup.

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

The Club accepts and declares that 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 the Club or have any power whatsoever in the management, administration and/or sporting activity of the Club.

12. The Club represents and warrants that it is the exclusive owner of all the rights granted by virtue of this Contract, that these rights are free of any charges or limitations, that the use and exploitation thereof by EP will not involve or lead to an infringement of any third party rights and that there is no claim or dispute regarding these rights that could disrupt or affect their full and unhindered use and exploitation by EP in any way. The Club will indemnify, defend and hold fully harmless EP, its affiliates, owners, directors, officers, employees, licensees and agents against any liabilities, damages (including the loss of profits), expenses, costs, claims, proceedings, fines or penalties in connection with: (i) any inaccuracy, omission, misrepresentation or breach of any representation and warranty herein; and/or (ii) the breach of any other provision of this Contract.

The Club undertakes not to request, demand or claim from EP any other economic consideration in the future in relation to the rights granted by virtue of this Contract and their use and exploitation by EP.

13. The stipulated term of this Contract is one season. At the end of the one-season period, the Contract will expire on 30 June of that year, without prejudice to any pending obligations that are derived from the participation of the Club in the EuroCup and that will remain in force until complete fulfilment.

14. Cancellation:

EP has the right to immediately cancel this 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 EuroCup Bylaws:

a) The Club fails to comply timely, accurately, completely and in good faith with any material obligation derived from this Contract, the EuroCup Bylaws or any other EuroCup regulation, rule, agreement or resolution of the governing bodies of EP and the Company.

b) The Club fails to comply with its duties towards EP 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 and the Company (including but not limited to the Audiovisual Rights Licence Agreements and Partnership Agreements) or fails to comply with

the economic control rules approved by the governing bodies of EP and/or the Company.

c) 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, the Company, the EuroCup or other clubs participating in the Euroleague Basketball competitions (including but not limited to any action incompatible with basic values of sports and ethics).

d) The Club has been formally declared bankrupt or insolvent by a competent body in its home country, has entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, or it is 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.

e) The Club does not cooperate with the utmost diligence and in good faith with any governing body or representative of the EuroCup, EP or the Company or any of their successors, licensees or assignees.

f) The Club has been sanctioned with the prohibition of participating in the Euroleague Basketball competitions.

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

15. The Club will not in any way assign, grant, license or transfer this Contract or the related licence to any third party nor will it assign, grant, license or transfer to any third party the rights and duties arising hereunder without the prior written consent of EP.

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

16. This Contract will be governed by and construed in accordance with the substantive law of Switzerland.

All disputes arising out of or in connection with this Contract, including any question regarding its existence, validity, interpretation, breach, performance or termination, will 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 will be conducted in English and the seat of arbitration will 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 will be bound by a duty of confidentiality.

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

Signed by	Signed by.....
Euroleague Properties S.A.	The Club

APPENDIX I
Audiovisual Rights

For the purpose of this document, Audiovisual Rights means the right to attend, film and/or record the games (and any ancillary footage including interviews) at any venue and/or any other sound and/or moving picture images of any kind whatsoever pertaining to the EuroCup and the exclusive right to copy, produce, reproduce, transmit, distribute, broadcast, communicate to the public, publish, download and/or otherwise exploit and/or authorise and contract with other persons to copy, produce, reproduce, transmit, distribute, broadcast, communicate to the public, publish, download and/or otherwise exploit the games and/or any other sound and/or moving picture images, audio, visual and audiovisual materials or broadcasts of any kind whatsoever pertaining to the EuroCup (in whole or in part, whether live, deferred, delayed or as highlights and/or clips) by all methods of communication now known or hereafter invented or developed in any language to the public by way of electronic transmission and/or delivery or otherwise whether wire, wireless, cable or satellite, DVD, CD, Blu-ray or other multimedia device or storage medium, analogue and/or digital or otherwise in any format (including standard definition, high definition, 3D or otherwise), of audiovisual and or video materials now known or hereafter developed and by means of any payment mechanism including without limitation linear, on demand, by subscription, free or pay services, as well as by way of the internet (including simulcasting, download or streaming and including without limitation the right to offer some or all of the games as part of the interactive service and/or platform and enhanced programming services of the Euroleague Basketball competitions) or radio to any persons and premises (including on aircraft, cruise ships or other forms of transport or in hotels, motels or similar temporary or permanent living accommodation), whether commercial or domestic, and to any device (including mobile and other internet-enabled technology), on an unlimited number of occasions.

In particular, Audiovisual Rights will include the following rights:

- Media Rights: means the right to exploit any programme and all footage and data in respect of each Event and coverage of each Event on a live and/or delayed basis via any Delivery System.

- Archive Rights: means the right to make available, distribute or otherwise exploit archive material via any Delivery System. Archive Material being audiovisual recordings of the Events involving the Club.

- Betting Audiovisual Rights: means the right to make available, distribute or otherwise exploit the coverage of the Events and to distribute such coverage of the Events to third party licensees for betting purposes for use by the following means of audiovisual, audio and visual media: (i) internet, online, interactive and related multi-media (including virtual image rights), whether now known or hereinafter invented; (ii) WAP, 3G, 4G, 5G and other

mobile wireless technology whether now known or hereinafter invented to mobile devices; and (iii) any means of display for use inside retail locations of bookmakers.

- Clip Rights: means the right to record, produce and edit footage of the Events to make clips and compilations and make available, distribute or otherwise exploit such clips and compilations via any Delivery System.

- Data Rights: means the right to make available, distribute or otherwise exploit all scoring, statistical, performance or other data relating to the Events and to distribute such scoring, statistical, performance or other data of the Events to third party licensees for all purposes, including betting and editorial media purposes for use via any Delivery System as well as for use inside retail locations of bookmakers.

- Editing Rights: means the right to record, produce and edit footage of the Events to: (i) add direct subtitles to the footage of the Events; (ii) dub the sound track of the footage of the Events; (iii) meet the requirements of broadcasting authorities in the appropriate territory; (iv) meet any applicable legal requirements in the appropriate territory; and (v) meet the demands of accurate timing or presentation; (vi) enable the insertion of advertising for TV exploitation.

- Fantasy Game Rights: means the right to record, produce and edit footage of the Events to be made available via any Delivery System in association with any so-called "fantasy game" (as that term is commonly understood) linked to the Events.

- Highlights Rights: means the right to record, produce and edit live footage of the Events to create highlights programmes.

- Promotional Rights: means the right to use, and authorise the use of, clips and extracts (each up to a total of three minutes' duration), stills and/or screen grabs from the Events for the promotion of the exploitation of the Audiovisual Rights granted hereunder via any Delivery System.

- Radio Rights: means the right to distribute the Events (as well as any programme produced by EP) live and/or deferred, wholly or in part, by Radio. Radio means all forms of audio only transmission whether as part of a linear or non-linear radio service, via analogue or digital signal, via air radio, cable radio, satellite radio mobile telephony communications, broadband, the internet or any other means of audio distribution, whether now known or hereafter invented.

- Social Media Rights: means the right to record, produce and edit clips of footage of the Events to be made available via any Delivery System on a near-live and delayed basis on any digital platform including, without limitation, www.youtube.com, www.yahoo.com, www.itunes.com and any

social media platforms such as but not limited to Facebook, Twitter, Instagram, Periscope and Snapchat, as well as any other platform that could be created or exploited from time to time.

- Trading Card Rights: means the right to use content and/or clips of footage of the Events or programmes on trading cards or other collectibles and to make such trading cards or other collectibles available via any Delivery System or in hard copy form.

- Video Game Distribution Rights: means the right to engage in and/or otherwise authorise third parties to engage in the copying, distribution, exhibition and/or other exploitation of Video Games (including by way of the internet, mobile telephony communications and/or any other methods of Video Game distribution, whether now known or hereafter invented). Video Game means any audiovisual or other electronic game which is played either on a computer, mobile device or video game console which may or may not include footage from the Events or programmes.

- Virtual Media Rights: means any rights to manipulate footage of the Events or programmes by technological means so that a viewer may, by means of the use of a headset or other device, be afforded a 360 degree view or aspect of such digital content as if he himself or she herself was present at the Events and programmes.

In this Appendix I, Delivery System means any and all means of audiovisual, audio and visual media including (i) all forms of TV whether now known or hereafter invented and whether live or recorded including terrestrial, cable and satellite, analogue and digital, video-on-demand, NVOD, DSL, ADSL, pay-per-view, subscription, pay and free TV; (ii) home video, DVD, Blu-ray, download to own and download to rent; (iii) theatrical and non-theatrical means including in-flight and in-ship and other transport rights; (iv) radio; (v) internet, on-line, interactive and all other multi-media (including all forms of virtual image distribution); (vi) WAP, 3G, 4G, 5G and other mobile telephony/mobile communications; and (viii) all other means of audiovisual, audio and visual distribution, whether now known or hereafter invented.

APPENDIX II
Intellectual Property

Copyright and related rights, trademarks, signs, denominations, logos, symbols, business names and domain names, goodwill and the right to sue for passing off or unfair competition or any equivalent law, rights in designs, database rights, rights in TV and sporting formats, rights to use, and protect the confidentiality of, confidential information (including know-how and trade secrets) and all other intellectual property rights, in each case, whether registered or unregistered, and all similar or equivalent rights or forms of protection in any part of the world.

APPENDIX III

EUROCUP FINANCIAL STABILITY AND FAIR PLAY REGULATIONS

APPENDIX III

EUROCUP FINANCIAL STABILITY AND FAIR PLAY REGULATIONS

Article 1 Object

The object of these regulations is the following:

a) Ensure good financial practice in the Euroleague Basketball competitions.

b) Guarantee the transparency and credibility in the finances of the participating clubs.

c) Ensure the financial stability of the clubs and the Euroleague Basketball competitions through a balanced budget and a consolidated equity, protecting the long-term viability and sustainability of the Euroleague Basketball competitions.

d) Guarantee the fulfilment of the economic commitments adopted by the clubs.

e) Define the role and tasks of the Management Control Commission (hereinafter "MCC") 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 in relation to the Euroleague Basketball competitions.

Article 2 Definitions

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

a) **T SEASON:** the official basketball season (from 1 July to 30 June) in which the club participates in the EuroCup.

b) **T-1 SEASON:** the season immediately preceding the T season. The T-1 season is the one in which the club submits its application to participate in the EuroCup the following season.

c) **T-2 SEASON:** the season immediately preceding the T-1 season.

d) **T-3 SEASON:** the season immediately preceding the T-2 season.

e) **T-4 SEASON:** the season immediately preceding the T-3 season.

f) **PLAYER:** Any individual who has been under a labour contract with the club within the reporting period which may enable him to participate as a player in any basketball game during this period.

g) **FAIR PLAY RESULT:** the difference between total revenues and total expenses for each reporting period, which must be calculated in accordance with Exhibit A and Exhibit B hereto.

If total expenses are less than total revenues for a reporting period, then the club has a surplus/profit.

If total expenses are greater than total revenues for a reporting period, then the club has a deficit/loss.

In case of an aggregate deficit for the monitoring period and to enable a better understanding of the facts, the club may demonstrate that the aggregate deficit is reduced by a surplus (if any) resulting from the sum of the results from the two reporting periods prior to T-2 (i.e. reporting periods T-3 and T-4).

If a club's financial statements are denominated in a currency other than euros, then the fair play result must be converted into euros at the average exchange rate of the reporting period.

h) **AGGREGATE RESULT:** the sum of the fair play results of each reporting period covered by the monitoring period (i.e. reporting periods T-1, T-2 and T-3).

i) **AGGREGATE DEFICIT:** the situation when the aggregate fair play result for the monitoring period is negative (below 0).

j) **INVESTMENTS IN THE CLUB'S FACILITIES:** Any type of investment in tangible or intangible assets related to the club's facilities (new acquisition or renovation of the arena/offices and all its related tangible or intangible assets).

k) **OVERDUE PAYABLES:** Payables are considered as overdue if they are not paid according to the agreed terms.

Payables are not considered as overdue if the club is able to prove that:

i. The club has paid the relevant amount in full; or

ii. The club has concluded an agreement that has been accepted in writing by the creditor to extend the deadline for payment beyond the applicable deadline; or

iii. The club has brought or contested a legal claim that has been deemed admissible by the competent authority under national law or has opened proceedings with the national or international authorities or relevant arbitration tribunal contesting liability in relation to the overdue payables; however, if the decision-making bodies [Euroleague Commercial Assets S.A. (hereinafter "ECA") and/or the Management Control Commission] consider that this claim or contestation has been brought or these proceedings have been opened for the sole purpose of avoiding the deadlines set out in these regulations (i.e. in order to buy time) and/or that this claim or contestation is unfounded, the relevant amount will still be considered as an overdue payable.

l) **COSTS OF ACQUIRING A PLAYER'S REGISTRATION:** amounts paid and/or payable to another club and/or a third party for the acquisition of a player's registration, including training compensation and solidarity contributions and excluding any internal development or other costs.

Accounting requirements for player registrations:

1. Notwithstanding that each club has to prepare audited annual financial statements under its own national accounting practice for incorporated companies, the International Financial Reporting Standards or the International Financial Reporting Standard for Small and Medium-sized Entities, these regulations include specific accounting requirements for player registrations carried as intangible fixed assets.

2. Clubs that capitalise the costs of acquiring a player's registration must apply certain minimum accounting requirements as described in paragraph 4.

3. If a club has an accounting policy to expense the costs of acquiring a player's registration rather than capitalise them, and this is permitted under its national accounting practice, there is no requirement for this club to apply the minimum accounting requirements set out below and it does not have to prepare restated figures. In this case, the total amount would be considered as an expense of the relevant season.

4. The minimum accounting requirements for clubs that capitalise the costs of acquiring a player's registration are as follows:

a) In respect of each individual player's registration, the depreciable amount must be allocated on a systematic basis over its useful life. This is achieved by the systematic allocation of the cost of the asset as an expense over the period of the player's contract.

b) Only direct costs of acquiring a player's registration can be capitalised. For accounting purposes, the carrying value of an individual player must not be revalued upwards, even though management may believe market value is higher than carrying value. In addition, whilst it is acknowledged that a club may be able to generate some value from the use and/or transfer of locally trained players, for accounting purposes costs relating to a club's own youth sector must not be included in the balance sheet – as only the cost of players purchased is to be capitalised.

c) Amortisation must begin when the player's registration is acquired. Amortisation ceases when the asset is classified as held for sale or when the asset is derecognised (i.e. the registration is transferred to another club), whichever comes first.

d) All capitalised player values must be reviewed individually each year by management for impairment. If the recoverable amount for an individual player is lower than the carrying amount on the balance sheet, the carrying amount must be adjusted to the recoverable amount and the adjustment charged to the profit and loss account as an impairment cost. It is recommended for each club to apply consistent accounting policies in respect of player registration costs.

5. The club must prepare supplementary information (to be submitted to the Management Control Commission) if the accounting requirements described in these regulations are not met by the disclosures and accounting treatment in the audited annual financial statements. The supplementary information must include a restated balance sheet, profit and loss account and any associated notes to meet the requirements set out above. There must also be included a note (or notes) reconciling the results and financial position shown in the supplementary information document to those shown in the audited financial statements (that were prepared under the national accounting practice). The restated financial information must be assessed by the auditor by way of agreed-upon procedures.

m) **NET PLAYER TRANSFER REVENUES:** the profit/(loss) on the disposal of a player's registration to another club to be recognised in the profit and loss account is the difference between the disposal proceeds and the residual carrying value of the player's registration in the balance sheet as at the date of the transfer. In the event that the result of this operation is a negative amount, this amount will be considered within the player registration costs allocated to expenses for the relevant season.

n) **NET PLAYER TRANSFER BALANCE:** the difference between the net player transfer revenues of the club for the relevant season and the player registration costs allocated to expenses for the same season.

With regard to Article 3 e) of these regulations, the following concepts will be considered within the player remunerations for the relevant season:

- If the net player transfer revenues of a specific season are greater than the player registration costs allocated to expenses of the same period, then the club has a surplus transfer balance. This surplus will be used to reduce the cumulative player remuneration cost of the relevant season.
- If the net player transfer revenues of a specific season are lower than the player registration costs allocated to expenses of the same period, then the club has a deficit transfer balance. This deficit increases the cumulative player remuneration cost of the relevant season.

o) **PLAYER REMUNERATIONS:**

For the purposes of Exhibit B, the following concepts will be included within the player remuneration of a particular club for the relevant season:

- Gross remuneration received by all players under contract with the club.
- Player registration costs allocated to expenses.
- Any fee paid by the club to the player agents related to the services provided to the players.
- Any additional revenues and/or benefits that the players receive for their activity for the club as basketball players, including those from third parties.

The gross remuneration of the season will be fully registered in the profit and loss account of that season on an accrual basis.

The criteria used in paragraphs l), m), n) and o) for players will also be applied for coaches.

p) **GROSS REMUNERATION:** aggregate amount of wages received by an individual on a regular basis, usually monthly, including any tax payments made by the club originating from the net remuneration. In addition, social security contributions, payments according to image rights, compensation for early termination, provisions for any bonuses and payments in kind must be included in the gross remuneration.

q) **IMAGE RIGHTS PAYMENTS:** the amounts due to employees (either directly or indirectly) as a result of contractual agreements with the clubs for the right to exploit the image or reputation of the employees in relation to basketball and/or non-basketball activities.

r) **PAYMENT IN KIND:** the use of goods or services as payment instead of cash (such as housing, cars and free or subsidised goods or services) plus any applicable taxes.

s) **RELATED PARTY:** a person or entity that is related to the club, taking into account the substance of the relationship and not merely the legal form.

i. A person is considered a related party to the club if that person has control, joint control or significant influence over the club.

ii. An entity is considered a related party to the club if:

- Both entities are members of the same group.
- Both entities are controlled, jointly controlled or significantly influenced by the same government.
- One entity has significant influence over the other entity.
- One entity is an associate or joint venture of the other entity (or an associate or joint venture of a member of a group of which the other entity is a member).
- Both entities are joint ventures of the same third party.
- One entity is a third party of a joint venture and the other entity is an associate of the third party.

- The entity is controlled or jointly controlled by a person identified in paragraph i. above.
- A person identified in paragraph i. above has significant influence over the entity or is a member of the key management personnel of the entity.
- The entity, or any member of a group of which the entity is a member, provides key management personnel services to the club.
- The entity, alone or in aggregate together with other entities which are linked to the same owner or government, represent more than 30% of the club's total revenues.

t) **SHAREHOLDER/RELATED-PARTY CONTRIBUTIONS.** Contributions from shareholders/related parties include:

i. Amounts received from a shareholder/related party as a donation that are an unconditional gift made to the club and that increase the club's equity without any obligation for repayment; and/or

ii. Share capital increase: payments for shares through the share capital or share premium reserve accounts less capital reductions; and/or

iii. Revenue transactions from a related party: the amount to be considered as a contribution will be no more than an amount equivalent to the difference between the actual revenues in a reporting period and the fair market value of the transaction(s) in a reporting period; and/or

iv. Club contribution to the basketball department.

u) **RELATED-PARTY TRANSACTION:** a transfer of resources, services or obligations between related parties, regardless of whether a price has been charged.

v) **FAIR MARKET VALUE:** the amount for which an asset could be exchanged, or a liability settled, between knowledgeable willing parties in an arm's length transaction. An arrangement or a transaction is deemed to be 'not transacted on an arm's length basis' if it has been entered into on terms more favourable to either party to the arrangement than would have been obtained if there had been no related party relationship.

Article 3 Financial criteria

Each club (club holding a licence and/or club applying for a licence in accordance with the EuroCup Bylaws) will have to comply with the following criteria:

a) Not having any overdue payables with former or registered players, coaches and/or employees for more than two months, any other club participating in the Euroleague Basketball competitions, Euroleague Commercial Assets (hereinafter "ECA"), Euroleague Properties S.A. (hereinafter "EP") and/or the company designated by EP to manage the Euroleague Basketball competitions (hereinafter the "Company") or any of their respective successors, licensees or assignees (jointly referred to as "Companies"), (either directly by the club or indirectly by any other companies in which the club, its owners, managers or any person(s) acting for the club participate), and/or any tax or social authorities.

b) Not having been formally declared bankrupt or insolvent by a competent body in its home country, not having entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, or not being 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. In the event that a club has undergone any of the aforementioned situations prior to participating in the Euroleague Basketball competitions, a period of one year after having exited that situation must have passed prior to applying for a licence to participate. The club will provide the corresponding certificate from the competent official body.

c) Not presenting an aggregate deficit from the three immediately previous seasons (T-1, T-2 and T-3) that exceeds 10% of the club's budget average from those same seasons (T-1, T-2 and T-3). Depreciations, write-offs, investments in the club's facilities, and expenses related to the youth programmes will not be taken into account for the deficit calculation.

d) Presenting a revenue budget of a minimum 2,500,000 euros.

e) Having a budget allocated to gross player remunerations that does not exceed 65% of the total budgeted expenses of the club for the T season. Extraordinary expenses will not be considered for the ratio calculation.

f) Not having direct or indirect contributions from the shareholders/related parties of each club representing more than 65% of the budgeted expenses for the 2022–23 season, 60% for the 2023–24 season, 55% for the 2024–25 season and 50% for the 2025–26 season onwards.

g) Having a financial year from 1 July to 30 June in order to be analysed and compared in terms of annual accounts coinciding with the official basketball season.

h) Presenting a positive equity by the 2025-26 season. The annual financial statements submitted cannot disclose a negative equity position (if a club's equity is not positive, the club will not be considered in breach if it has reduced its negative equity position by 20% or more compared with the previous year's annual financial statements).

Article 4 Documentation and deadlines

Each club will submit the documents stated in this article to the Management Control Commission:

4.1 No later than 15 June:

Information of the legal structure of the club, including:

a) Name and legal form of the club, including a copy of the updated extract from the trade or association register, 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.

f) List of authorised signatories and type of required signature (e.g. individual, collective).

g) Express declaration of sound legal position according to Appendix V to the EuroCup Club Licensing Rules.

h) Express declaration of sound financial position according to Appendix IV to the EuroCup Club Licensing Rules.

In case of overdue payables, the club must submit to the governing bodies (ECA and the MCC) the necessary information stating the reason for the payables, their amount and their creditors, and must also provide a deadline by which the payables will be paid.

4.2 Financial statements of the club in accordance with the criteria established in these regulations as well as in Exhibit A and Exhibit B hereto, which will include:

a) The economic information of each player must be submitted upon registration and either on 30 June of the season or upon termination of the contract (if the contract terminates before 30 June), including the final bonuses paid to each player and, in case the player has left the club, specifying what (if anything) from the original contract has been renounced by the player or club. Any potential amount between a player and a related party to the club must be also disclosed.

b) The declaration of Quarterly Remuneration Payment as per Schedule 2 to be provided on 15 October, 15 January, 15 April and 15 July.

c) No later than 15 June (T-1 season):

- The club must present the following information regarding the three seasons immediately preceding the season for which it is applying for a licence (T season):

  i. Audited annual financial statements of the two immediately previous seasons (T-2 and T-3).

  ii. Closing Forecast dated 30 June of the annual financial statements of the T-1 season.

- Those clubs that have already provided the audited annual financial statements of the two immediately previous seasons (T-2 and T-3) because of their participation in the Euroleague Basketball competitions in the immediately preceding season will not need to submit these documents again.

- Budgeted profit and loss account of the T season.

d) No later than 30 September (T season):

- Update of the budgeted profit and loss account. This update will highlight any changes that can affect their current season budgeted profit and loss account, which was submitted no later than 15 June.

e) No later than 20 December (T season):

- Audited annual financial statements of the T-1 season.
- Express declarations according to Schedule 1, Schedule 2, Schedule 3, Schedule 4, Schedule 5 and Schedule 6 to these regulations that must be certified by the auditing firm.

f) No later than 31 January (T season):

- Update of the budgeted profit and loss account. This update will highlight any changes that can affect their current season budgeted profit and loss account, which was submitted no later than 30 September.

4.3 The audited annual financial statements according to the period from 1 July to 30 June for each reporting period must consist of at least the following:

a) Balance sheet according to Exhibit A.

b) Profit and loss account according to Exhibit B.

c) Notes, comprising a summary of significant accounting policies and other explanatory notes according to Exhibit A and Exhibit B.

d) Auditor's report in English with an opinion on the presented annual financial statements.

The annual financial statements must be audited by an independent auditor:

a) The auditor must be independent in compliance with the International Federation of Accountants (IFAC) Code of Ethics for Professional Accountants.

b) The auditor must be a member of one of the relevant IFAC member bodies. If there is no member of the IFAC within a club's territory, the club is required to use an independent auditor who is permitted by national law to carry out audit work.

c) The auditor's report must include a statement confirming that the audit was conducted in accordance with the International Standards on Auditing or relevant national auditing standards or practices where these comply with, at least, the requirements of the International Standards on Auditing.

4.4 In case of multi-sports clubs or consolidated groups, besides the audited annual accounts of the whole entity/group, the audited annual financial statements according to Article 4.3 of these regulations must be provided only for the basketball department/single entity.

4.5 All documents provided by the club will be in English and all financial amounts will be in euros. If the original financial statements are denominated in a currency other than euros, all the amounts must be converted into euros at the average exchange rate of the reporting period.

4.6 For the purpose of the spirit of financial stability and fair play, it is forbidden to circumvent the present regulations.

4.7 Basis for the preparation of financial statements:

Financial statements as defined in Article 4.3 must be based on the accounting standards required by local legislation for incorporated companies – either the applicable financial reporting framework of the relevant country, the International Financial Reporting Standards or the International Financial Reporting Standard for Small and Medium-sized Entities – regardless of the legal structure of the club. The financial statements must be approved by management, and this must be evidenced by way of a brief statement and signature on behalf of the executive body of the reporting entity.

Consolidation/combination requirements:

1) The financial information of all entities included in the reporting perimeter must be either consolidated or combined as if they were a single company.

2) Consolidated financial statements are the financial statements of a group in which the assets, liabilities, equity, revenues, expenses and cash flows of the parent and its subsidiaries are presented as those of a single company.

3) Combined financial statements are those that include information about two or more commonly controlled entities without information about the controlling entity.

Article 5 Analysis and assessment of documents

Once the documents have been submitted, they will be analysed by the MCC. The club will reply to all requests for clarifications and complementary information that it receives so that the MCC 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):

a) **GOING CONCERN**: financial statements prepared on the assumption that the club is a going concern and will continue in operation for the foreseeable future;

b) **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;

c) **CONSISTENCY**: the presentation and classification of items in the financial statements will be retained from one period to another;

d) **OFFSETTING**: assets and liabilities will not be offset;

e) **RELEVANCE**: financial statements provide information that is relevant to the decision-making needs of users; and

f) **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 MCC in those cases in which the local legislation does not establish the accounting criteria mentioned in the previous paragraphs.

Article 6 Relevant facts

The 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 these relevant facts, as well as their economic impact in the case that it can be assessed. In addition, the 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 regard to relevant facts. To these effects, relevant facts will include but will not be limited to:

a) Early termination of partnership 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. All transfer agreements between clubs for a player's services must be submitted within the player's registration/deregistration request. If the original documents are in a language other than English, a certified translation into English must also be provided.

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) Cash flow constraints.

i) Any type of economic operations amounting to 10% of the annual budget.

j) Modification of the share capital or other statutory provisions.

Article 7 Inaccurate information and disciplinary procedures

If the audited financial statements in Article 4.2e) are not consistent with the financial information previously submitted, or the player economic information is not fully disclosed, 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 8 Non-fulfilment of obligations

8.1 ECA has the right to cancel a licence, temporarily suspend it, reject the application for a licence at its own discretion, and/or apply the corresponding procedure in accordance with the Euroleague Basketball Disciplinary Code for one of the following reasons:

a) Not fulfilling the criteria stated in paragraphs a), b), c), d), g) and/or h) from Article 3. Notwithstanding this, if a club does not meet the criteria set forth in paragraphs a), b) and/or c) from Article 3, 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 compliance plan to overcome the insolvency situation within a reasonable deadline. In this case, ECA may accept a provisional registration of the club. The Company may exceptionally authorise a club not meeting the criteria set forth in Article 3, paragraph g).

b) Not providing the documentation or not respecting the deadlines established in Article 4.

c) Providing false or inaccurate statements or documents or omitting to provide due information or documents.

8.2 The non-fulfilment of the criteria stated in paragraphs e), and/or f) from Article 3, and the failure to provide accurate and truthful information regarding the relevant facts from Article 6, will be subject to the corresponding proceeding in accordance with the Euroleague Basketball Disciplinary Code.

Article 9 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 three 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 7.

Article 10 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 three members economically independent of and without any working relationship with the clubs.

  These members must be experts of recognised prestige in finance and accounting and must also know the particularities of basketball clubs.

  The members and the President of the Management Control Commission will be appointed by the General Assembly at the proposal of the Euroleague Basketball CEO.

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 April each season, a report about the documentation submitted by the clubs participating in the EuroCup determining whether they will be authorised to participate and/or apply for a licence in the following EuroCup season in the case that these clubs show signs of doubtful financing and poor economic feasibility.
- Deciding on conducting investigations by itself, by requesting the Company to carry out an investigation and/or compliance audits of the clubs at any time in

order to ensure that they are fulfilling their obligations and that licences were correctly granted.

- Conclude a settlement agreement with the consent of the club in order to establish a compliance plan to be fulfilled by the club. The settlement agreement may also include the application of disciplinary measures.
- 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 remunerations 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.

Article 11 Confidentiality

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

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 SEASON)

- 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 SEASON)

- 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
    a) Trade receivables
    b) Player transfers
    c) From associated companies and other related parties
    d) 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**
    a) Trademarks or other patents
    b) Goodwill
    c) Player registrations
    d) 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/INTANGIBLE FIXED ASSETS.** The following information must be disclosed for each type of tangible/intangible fixed asset:

   a) The gross carrying amount and the accumulated depreciation (aggregated with accumulated impairment losses) at the beginning and at the end of the period; and

   b) A reconciliation of the carrying amount at the beginning and at the end of the period, showing additions, disposals, increases or decreases during the period resulting from revaluations, impairment losses recognised in the profit and loss account during the period (if any), impairment losses reversed in the profit and loss account during the period (if any) and depreciation.

   The depreciation methods and useful lives (or depreciation rates) used must be disclosed in the accounting policy notes.

   For further information in relation to accounting requirements for player registrations, refer to Article 2 l).

7. **FINANCIAL INVESTMENTS** (in associated companies and other related parties, other loans, deposits, securities, etc).

   Investments must include investments in subsidiaries, jointly controlled entities and associates. In respect of investments in subsidiaries, jointly controlled entities and associates, the following information must be disclosed as a minimum for each investment:

a) Name

b) Country of incorporation or residence

c) Type of business/operations of the entity

d) Proportion of ownership interest

e) If different, proportion of voting power held

f) Description of the method used to account for the investments

8. **OTHER ITEMS.** The items of a relative importance in their accounting records must be mentioned and detailed.

9. **OTHER SIGNIFICANT AMOUNTS (ACCOUNTS RECEIVABLE, TRADE PAYABLES, PROVISIONS…).** All amounts of a relative importance in their accounting records must be clearly detailed with their relevant explanatory notes and accounting policies.

EXHIBIT B
PROFIT AND LOSS ACCOUNT

ITEMS TO SPECIFY IN THE PROFIT AND LOSS ACCOUNT:

REVENUES

GAME DAY REVENUES

- **TICKET SALES.** The ticket sales of the EuroCup must be categorised into single-game ticket sales, hospitality packages, mini-plans and group ticket sales. All these ticket sales must be separated from those corresponding to the domestic championship, season tickets and other competitions in which the club may participate, including pre-season, regular season and post-season tournaments, friendly and/or exhibition games (VAT, ticketing fees and facility fees added to the price of the tickets must be reported separately).

- **FOOD AND BEVERAGE.** The total revenues from concessions and catering services inside and outside the arena.

- **OTHER GAME DAY REVENUES.** The game day revenues from merchandise sales, sponsorship/advertisement within the arena (including game programmes, fan gear or giveaways, toys, flags, etc.) (net of associated expenses) and parking fees around the arena, if collected by the club.

COMMERCIAL RIGHTS

- **CORPORATE PARTNERSHIPS.** Amount corresponding to the revenues obtained by the corporate partners of the club. The clubs must report the name, business sector and amount received from all their partners. Agreements with related parties must be reported at fair market value (arm's length principle). If the value of the agreement is higher than the fair market value, the difference must be considered a contribution from shareholders/related parties (see Note 1 enclosed).

- **ECONOMIC DISTRIBUTION OF THE EUROLEAGUE BASKETBALL COMPETITIONS.** Amount received from the Company corresponding to audiovisual rights and competition premiums (any costs attributable to the club, such as officiating expenses, must be reported separately).

- **ECONOMIC DISTRIBUTION OF DOMESTIC COMPETITIONS.** Amount received from the Company corresponding to audiovisual rights and competition premiums (any costs attributable to the club, such as officiating expenses, must be reported separately).

- **OTHER AUDIOVISUAL RIGHTS AND PREMIUMS.** Other TV rights, radio rights, streaming rights, social media rights and other digital rights that are not included in the economic distribution.

- **MERCHANDISING, LICENSING AND OTHER INTELLECTUAL PROPERTY.** Amount corresponding to merchandise sales and any goods or services bearing the club's trademarks or otherwise designated as licensed by the club. Game day sales must be separated from the rest.

OTHER REVENUES

- **NON-PROFESSIONAL AND YOUTH PROGRAMMES.** All revenues related to non-professional and youth programmes.

- **NET PLAYER/COACH TRANSFER REVENUES.** Player/coach transfer fees (net player/coach transfer amount after deducting any possible pending amortisation). All transfer revenues must be specified per club/player/coach. Refer to Article 2 m) of these regulations.

- **REVENUES FROM THE PUBLIC SECTOR** (see Note 2 enclosed)

- **ARENA REVENUES**. All revenues related to arena rental, parking fees, arena tours, museums and other income streams from events, entertainment and marketing.

- **OTHER REVENUES.** Revenues not generated by the club's core business. The clubs must detail all sources of revenues (see Note 3 enclosed).

- **EXTRAORDINARY REVENUES.** Revenues that are not likely to occur regularly or are unpredictable and do not relate to the club's core business. The clubs must detail all sources of revenues (see Note 3 enclosed).

- **SHAREHOLDER/RELATED-PARTY CONTRIBUTIONS.** All contributions from owners, shareholders, related parties, etc. For more details, refer to Article 2 t), u) and v) of these regulations.

SEASON LOSS

EXPENSES

SPORTS AREA

- **STAFF EXPENSES.** The item of gross remunerations must be divided into remunerations of the players, coaches and other sports area staff (including General Manager). The clubs must report information of all gross and net player and coach remunerations in euros.

- **COSTS OF ACQUIRING A PLAYER'S REGISTRATION.** All transfer expenses must be specified per club/player/coach. Refer to Article 2 l), m), n), o) of these regulations.

- **NON-PROFESSIONAL AND YOUTH PROGRAMMES EXPENSES.** All expenses related to non-professional and youth programmes of the club including gross remunerations of all the staff working in this area.

BUSINESS AREA

- **NON-SPORTS AREA STAFF EXPENSES.** E.g. Chief Business Officer, Media, Ticket Sales, Management, Finance, Human Resources, Marketing…

- **MERCHANDISING, LICENSING AND OTHER INTELLECTUAL PROPERTY EXPENSES.** All expenses related to merchandising, licensing and other intellectual property.

- **ADVERTISING AND MARKETING EXPENSES.** All expenses related to advertising and marketing.

OVERHEADS

- **ARENA EXPENSES.** All expenses related to the arena (rental, maintenance…).

- **OTHER OVERHEADS.** Cost of material, technical expenses, administrative overheads and costs related to other general business operations.

COMPETITION EXPENSES

- **COMPETITION EXPENSES.** This item must include the officiating expenses (the EuroCup expenses will be separated from those corresponding to the domestic championship), licence expenses, etc.

- **TRAVEL EXPENSES.** The trips (flight tickets, accommodation…) corresponding to the EuroCup will be separated from the other competitions in which the club participates.

OTHER EXPENSES

FINANCIAL EXPENSES (see Note 4 enclosed)

- **TAX EXPENSES.** All taxes except for those derived from staff remunerations (these must be considered within the player/staff remunerations). Each type of tax must be individually detailed, and the applicable percentage of the corporate tax must be specified.

- **DEPRECIATIONS AND WRITE-OFFS.** Tangible fixed assets, intangible fixed assets and financial investments. Each type of tangible/intangible fixed asset and financial investment must be detailed.

  Depreciable amounts of the capitalised cost of acquiring a player's registration are not considered in this section (these are considered within transfer expenses).

- **OTHER EXPENSES.** Expenses that do not relate to the club's core business (see Note 5 enclosed).

- **EXTRAORDINARY EXPENSES.** Expenses that are not likely to occur regularly or are unpredictable and do not relate to the club's core business (see Note 5 enclosed).

SEASON PROFIT

ENCLOSED NOTES

1. **CORPORATE PARTNERSHIPS.** If it is contracted per game, the amount corresponding to the EuroCup 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. **OTHER REVENUES AND EXTRAORDINARY REVENUES.** The origin of these revenues must be mentioned in the details of the financial statements.

4. **FINANCIAL EXPENSES.** The reason for these expenses must be specified (loan for renovation, financing of future revenues...).

5. **OTHER EXPENSES AND EXTRAORDINARY EXPENSES.** The origin of these expenses must be mentioned.

6. **REVENUE AND EXPENSE TRANSACTIONS FROM RELATED PARTIES MUST BE ADJUSTED TO REFLECT THEIR FAIR MARKET VALUE.**

   For the purpose of the break-even result, the club must determine the fair market value of any related-party transactions. If the estimated fair market value is different from the recorded value, the revenues must be adjusted accordingly, taking into account that no upward adjustments can be made to the revenues.

   Examples of related-party transactions that require a club to demonstrate its estimated fair market value include but are not limited to:

- sale of partnership rights by a club to a related party;
- any transaction with a related party whereby goods or services are provided to a club.

The fair market value of the partnership transactions with related parties will be determined by a renowned independent external firm appointed by ECA. The clubs may provide the MCC with an additional value (determined by one of the top international firms, which must be previously approved by the MCC), so that the final fair market value is determined after considering both.

7. **MULTISPORT CLUB INDIRECT REVENUES/EXPENSES** (revenues/expenses initially allocated to the general operations of the club that have a direct impact/relation with its basketball activity). The criteria to allocate them to the basketball department must be agreed with the MCC.

8. **SEASON BUDGET.** The season budget must be based on reasonable and conservative assumptions and projections, trying to foresee all possible expenses at the end of the season. For example, the bonuses that are normally paid to players with their victories. The club must be able to demonstrate that it can generate the revenues presented.

9. **EACH ITEM ON THE FACE OF THE BALANCE SHEET AND PROFIT AND LOSS ACCOUNT MUST BE CROSS-REFERENCED TO ANY RELATED INFORMATION IN THE NOTES.**

SCHEDULE 1

DECLARATION OF NON-EXISTENCE OF OVERDUE PAYABLES

After the audit process that has been carried out by our auditing firm .....(hereinafter the "Auditing Firm"), in which the accounts of the company ..... (hereinafter the "Club") have been duly audited according to the fiscal year running from 1 July [year] to 30 June [year], and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter "FSFPR"), we hereby confirm to have sufficient basis to conclude the following:

As of 30 June [year], the Club does not have any overdue payables with former or registered players, coaches and/or employees, any other club and/or any tax or social authorities.

In order to reach the conclusion above, the Auditing Firm has based the analysis on the concepts appearing in Article 2 of the FSFPR, mainly the one related to the following:

OVERDUE PAYABLES: Payables are considered as overdue if they are not paid according to the agreed terms.

Payables are not considered as overdue if the club is able to prove that:

a) The club has paid the relevant amount in full; or

b) The club has concluded an agreement that has been accepted in writing by the creditor to extend the deadline for payment beyond the applicable deadline; or

c) The club has brought or contested a legal claim that has been deemed admissible by the competent authority under national law or has opened proceedings with the national or international authorities or relevant arbitration tribunal contesting liability in relation to the overdue payables; however, if the decision-making bodies (the Companies and/or the MCC) consider that this claim or contestation has been brought or these proceedings have been opened for the sole purpose of avoiding the deadlines set out in these regulations (i.e. in order to buy time) and/or that this claim or contestation is unfounded, the relevant amount will still be considered as an overdue payable.

In the event that any overdue payables existed as of 30 June [year], these must be expounded below with the confirmation from the Auditing Firm:

Signed in [place] on [date]

[The Auditing Firm]	[The Club]
By:	**By:**
Title:	**Title:**

SCHEDULE 2

DECLARATION OF QUARTERLY REMUNERATION PAYMENT

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 declaration.
- As of the date of this certificate (check the applicable box),

  ☐ the club has fulfilled all its financial obligations towards former or registered players, coaches and/or employees, any other club and/or any tax or social authorities.

  ☐ the club has the remaining financial obligations towards the individuals mentioned in the declaration attached (name of the individuals, overdue payments and their due dates).

Signed in [place] on [date]

[The Club]

By:

Title:

SCHEDULE 3

DECLARATION OF NON-BANKRUPCY OR NON-INSOLVENCY

After the audit process that has been carried out by our auditing firm .....(hereinafter the "Auditing Firm"), in which the accounts of the company ..... (hereinafter the "Club") have been duly audited according to the fiscal year running from 1 July [year] to 30 June [year], and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter "FSFPR"), we hereby confirm to have sufficient basis to conclude the following:

As of 30 June [year], the Club has not been formally declared bankrupt or insolvent by a competent body in its home country, has not entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, 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.

Signed in [place] on [date]

[The Auditing Firm]	[The Club]
By:	**By:**
Title:	**Title:**

In the event that the Club has undergone any of the aforementioned situations in the three years prior to the date of this document, the corresponding certificate from the competent official body with the confirmation from the Auditing Firm must be attached hereto.

SCHEDULE 4

DECLARATION OF PLAYER REMUNERATIONS

After the audit process that has been carried out by our auditing firm .....(hereinafter the "Auditing Firm"), in which the accounts of the company ..... (hereinafter the "Club") have been duly audited according to the fiscal year running from 1 July [year] to 30 June [year], and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter "FSFPR"), we hereby confirm to have sufficient basis to conclude the following:

As of 30 June [year], the amount considered within the gross player remunerations of the Club for the relevant season according to the definition of Article 2 of the FSFPR is_____.

Within the above-mentioned amount, the total amount of tax payments related to player remunerations (individual personal taxation and social security contributions made by the employee and the employer) is_____.

In order to reach the conclusion above, the Auditing Firm has based the analysis on the concepts appearing in Article 2 of the FSFPR, mainly the ones related to the following:

a) **PLAYER:** Any individual who has been under a labour contract with the club within the reporting period which may enable him to participate as a player in any basketball game during this period.

b) **PLAYER REMUNERATIONS:** For the purposes of Exhibit B, the following concepts will be included within the player remunerations for the relevant season:

- Gross remuneration received by players
- Player registration costs allocated to expenses
- Any fee paid by the club to the agent of the players related to the provision of services towards the players. Players' agent fees are considered to be paid directly by the player
- Any additional income and/or benefit that the Players receive for their activity for the Club as a basketball player for the relevant season, including those from third parties.

The gross remuneration of the season will be fully registered in the profit and loss account of that season on an accrual basis.

Only with regard to compliance with the provisions of Article 3e) of the FSFPR, the Net Player Transfer Balance will be taken into account.

c) **GROSS REMUNERATION:** aggregate amount of wages received by an individual on a regular basis, usually monthly, including any tax payments made by the club originating from the net remuneration. In addition, social security contributions, payments according to image rights, compensation for early termination, provisions for any bonuses and payments in kind must be included in the gross remuneration.

d) **IMAGE RIGHTS PAYMENTS:** the amounts due to employees (either directly or indirectly) as a result of contractual agreements with the clubs for the right to exploit the image or reputation of the employees in relation to basketball and/or non-basketball activities.

e) **PAYMENT IN KIND:** the use of goods or services as payment instead of cash (such as housing, cars and free or subsidised goods or services) plus any applicable taxes.

f) **NET PLAYER TRANSFER REVENUES:** the profit/(loss) on the disposal of a player's registration to another club to be recognised in the profit and loss account is the difference between the disposal proceeds and the residual carrying value of the player's registration in the balance sheet as at the date of the transfer. In the event that the result of this operation is a negative amount, this amount will be considered within the player registration costs allocated to expenses for the relevant season.

g) **NET PLAYER TRANSFER BALANCE:** the difference between the net player transfer revenues of the club for the relevant season and the player registration costs allocated to expenses for the same season.

The following concepts will be considered within the player remunerations for the relevant season:

- If the net player transfer revenues of a specific season are greater than the player registration costs allocated to expenses of the same period, then the club has a surplus transfer balance. This surplus will be used to reduce the cumulative player remuneration cost of the relevant season.

- If the net player transfer revenues of a specific season are lower than the player registration costs allocated to expenses of the same period, then the club has a deficit transfer balance. This deficit increases the cumulative player remuneration cost of the relevant season.

h) **COSTS OF ACQUIRING A PLAYER'S REGISTRATION:** amounts paid and/or payable to another club and/or a third party for the acquisition of a player's registration, including training compensation and solidarity contributions and excluding any internal development or other costs.

Accounting requirements for player registrations:

1. Notwithstanding that each club has to prepare audited annual financial statements under its own national accounting practice for incorporated companies, the International Financial Reporting Standards or the International Financial Reporting Standard for Small and Medium-sized Entities, these regulations include specific accounting requirements for player registrations carried as intangible fixed assets.

2. Clubs that capitalise the costs of acquiring a player's registration must apply certain minimum accounting requirements as described in paragraph 4.

3. If a club has an accounting policy to expense the costs of acquiring a player's registration rather than capitalising them, and this is permitted under its national accounting practice, there is no obligation for this club to apply the minimum accounting requirements set out below and it does not have to prepare restated figures. In this case, the total amount would be considered as an expense of the relevant season.

4. The minimum accounting requirements for clubs that capitalise the costs of acquiring a player's registration are as follows:

    a) In respect of each individual player's registration, the depreciable amount must be allocated on a systematic basis over its useful life. This is achieved by the systematic allocation of the cost of the asset as an expense over the period of the player's contract.

    b) Only direct costs of acquiring a player's registration can be capitalised. For accounting purposes, the carrying value of an individual player must not be revalued upwards, even though management may believe market value is higher than carrying value. In addition, whilst it is acknowledged that a club may be able to generate some value from the use and/or transfer of locally trained players, for accounting purposes costs relating to a club's own youth section must not be included in the balance sheet – as only the cost of players purchased is to be capitalised.

    c) Amortisation must begin when the player's registration is acquired. Amortisation ceases when the asset is classified as held for sale or when the asset is derecognised (i.e. the registration is transferred to another club), whichever comes first.

d) All capitalised player values must be reviewed individually for impairment by management each season. If the recoverable amount for an individual player is lower than the carrying amount on the balance sheet, the carrying amount must be adjusted to the recoverable amount and the adjustment charged to the profit and loss account as an impairment cost. It is recommended for each club to apply consistent accounting policies in respect of player registration costs.

5. The club must prepare supplementary information (to be submitted to the Management Control Commission) if the accounting requirements described in these regulations are not met by the disclosures and accounting treatment in the audited annual financial statements. The supplementary information must include a restated balance sheet, profit and loss account and any associated notes to meet the requirements set out above. There must also be included a note (or notes) reconciling the results and financial position shown in the supplementary information document to those shown in the audited financial statements (that were prepared under the national accounting practice). The restated financial information must be assessed by the auditor by way of agreed-upon procedures.

Signed in [place] on [date]

[The Auditing Firm]	[The Club]
By:	**By:**
Title:	**Title:**

SCHEDULE 5

DECLARATION OF SHAREHOLDER CONTRIBUTIONS

After the audit process that has been carried out by our auditing firm .....(hereinafter the "Auditing Firm"), in which the accounts of the company ..... (hereinafter the "Club") have been duly audited according to the fiscal year running from 1 July [year] to 30 June [year], and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter "FSFPR"), we hereby confirm to have sufficient basis to conclude the following:

As of 30 June [year], the amount received by the Club from its shareholders or related parties within the analysed period is _____.

Since the amount above is considered as a source of revenues for the relevant season according to Exhibit B to the FSFPR:

- **The total revenues of the Club for the reporting period have been_____.**
- **The total expenses of the Club for the reporting period have been_____.**
- **The resulting financial profit or loss of the year as of 30 June [year] has been_____.**

In order to reach the conclusion above, the Auditing Firm has based the analysis on the concepts appearing in Article 2 of the FSFPR, mainly the ones related to the following:

a) **SHAREHOLDER/RELATED-PARTY CONTRIBUTIONS.** Contributions from shareholders/ related parties include:

i. Amounts received from a shareholder/related party as a donation that are an unconditional gift made to the club and that increase the club's equity without any obligation for repayment; and/or

ii. Share capital increase: payments for shares through the share capital or share premium reserve accounts less capital reductions; and/or

iii. Revenue transactions from a related party: the amount to be considered as a contribution will be no more than an amount equivalent to the difference between the actual revenues in a reporting period and the fair market value of the transaction(s) in a reporting period; and/or

iv. Club contribution to the basketball department.

b) **RELATED PARTY:** a person or entity that is related to the club, taking into account the substance of the relationship and not merely the legal form.

i. A person is considered a related party to the club if that person has control, joint control or significant influence over the club.

ii. An entity is considered a related party to the club if:

- Both entities are members of the same group.
- Both entities are controlled, jointly controlled or significantly influenced by the same government.
- One entity has significant influence over the other entity.
- One entity is an associate or joint venture of the other entity (or an associate or joint venture of a member of a group of which the other entity is a member).
- Both entities are joint ventures of the same third party.
- One entity is a third party of a joint venture and the other entity is an associate of the third party.
- The entity is controlled or jointly controlled by a person identified in paragraph i. above.
- A person identified in paragraph i. above has significant influence over the entity or is a member of the key management personnel of the entity.
- The entity, or any member of a group of which the entity is a member, provides key management personnel services to the club.
- The entity, alone or in aggregate together with other entities which are linked to the same owner or government, represent more than 30% of the club's total revenues.

c) **RELATED-PARTY TRANSACTION:** a transfer of resources, services or obligations between related parties, regardless of whether a price has been charged.

d) **FAIR MARKET VALUE:** the amount for which an asset could be exchanged, or a liability settled, between knowledgeable willing parties in an arm's length transaction. An arrangement or a transaction is deemed to be 'not transacted on an arm's length basis' if it has been entered into on terms more favourable to either party to the arrangement than would have been obtained if there had been no related party relationship.

Signed in [place] on [date]

The Auditing Firm	The Club
By:	**By:**
Title:	**Title:**

SCHEDULE 6

DECLARATION OF AGGREGATE DEFICIT

After the audit process that has been carried out by our auditing firm .....(hereinafter the "Auditing Firm"), in which the accounts of the company ..... (hereinafter the "Club") have been duly audited according to the fiscal year running from 1 July [year] (T-1 season) to 30 June [year] (T season), and following the requirements established in the Euroleague Basketball Financial Stability and Fair Play Regulations (hereinafter "FSFPR"), we hereby confirm to have sufficient basis to conclude the following:

As of 30 June [year] (T-1 season), the aggregate deficit of the Club according to Exhibit B to the FSFPR for the last three seasons (T-1 season, T-2 season and T-3 season) is _____.

Depreciations and write-offs, investments in the club's facilities, and expenses related to the youth programmes have not been considered for the deficit calculation.

For the same period, the total aggregate revenues of the Club have been _____.

In order to reach the conclusion above, the Auditing Firm has based the analysis on the concepts appearing in Article 2 of the FSFPR, mainly the ones related to the following:

a) **FAIR PLAY RESULT:** the difference between total revenues and total expenses for each reporting period, which must be calculated in accordance with Exhibit A and Exhibit B.

   If total expenses are less than total revenues for a reporting period, then the club has a surplus/profit.

   If total expenses are greater than total revenues for a reporting period, then the club has a deficit/loss.

b) **AGGREGATE RESULT:** the sum of the fair play results of each reporting period covered by the monitoring period (i.e. reporting periods T-1, T-2 and T-3).

c) **AGGREGATE DEFICIT:** the situation when the aggregate fair play result for the monitoring period is negative (below 0).

d) **DEPRECIATIONS AND WRITE-OFFS:** All depreciations and write-offs from tangible fixed assets, intangible fixed assets and financial investments.

   Depreciable amounts of the capitalised cost of acquiring a player's registration are excluded.

e) **INVESTMENTS IN THE CLUB'S FACILITIES:** Any type of investment in tangible or intangible assets related to the club's facilities (new acquisition or renovation of the arena/offices and all its related tangible or intangible assets).

f) **NON-PROFESSIONAL AND YOUTH PROGRAMMES:** All expenses related to non-professional and youth programmes of the club including gross remunerations of all the staff working in this area.

Signed in [place] on [date]

The Auditing Firm	The Club
By:	**By:**
Title:	**Title:**

APPENDIX IV

DECLARATION
OF SOUND FINANCIAL POSITION

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, its owners, managers and/or any person(s) acting for the club, either directly or indirectly through any other companies in which they are involved, do not have any overdue payables with former or registered players, coaches, employees, any other club participating in the Euroleague Basketball competitions, Euroleague Properties S.A. and/or the company designated by Euroleague Properties S.A. to manage the Euroleague Basketball competitions (hereinafter the "Company") or any of their respective successors, licensees or assignees, and/or any tax or social authorities unless a write-off plan has been approved by the Company.

- The club has not been formally declared bankrupt or insolvent by a competent body in its home country.

- 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.

Signed in [place] on [date]

The Club	**Auditing Firm**
By:	By:
Title:	Title:

APPENDIX V

DECLARATION
OF SOUND LEGAL POSITION

APPENDIX V

DECLARATION OF SOUND LEGAL 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:

- The club, either directly or indirectly:

  a) does not hold or deal in the securities or shares of any other club participating in the same Euroleague Basketball competition, or

  b) is not a member of any other club participating in the same Euroleague Basketball competition, or

  c) is not involved in any role whatsoever in the management, administration and/or sporting activity of any other club participating in the same Euroleague Basketball competition, or

  d) does not have any power whatsoever in the management, administration and/or sporting activity of any other club participating in the same Euroleague Basketball competition.

- 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 same Euroleague Basketball competition. In addition, no person involved in the management of the club may either directly or indirectly, hold or deal in the securities or shares of any other club participating in the same Euroleague Basketball competition.

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

Signed in [place] on [date]

[The Club]
By:
Title:

EUROCUP
REGULATIONS

EUROCUP 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 at 60, Grand-Rue, L-1660 Luxembourg, the shareholders of which are the licensed clubs participating in the EuroLeague competition and a number of leagues. It is governed by its Statutes and the resolutions of its governing bodies.

1.2 The General Assembly is the ECA body of representation and governance, where the ECA shareholders meet. The General Assembly is responsible for the general supervision of the topics regarding the EuroLeague and the EuroCup (hereinafter the "Euroleague Basketball competitions"). In addition, it ensures the coordination of the clubs and has the authority to make decisions and confer functions to other bodies.

1.3 The General Assembly constituted the EuroCup Board and granted it the duties to submit proposals and recommendations regarding the EuroCup to the General Assembly and to exercise any further functions conferred on it by the General Assembly. The EuroCup Board consists of the following members, elected by the General Assembly, for a three-year term office:

- Six representatives of the clubs that participate in the EuroCup.
- The Chief Executive Officer, who will act as chairman of the EuroCup 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.
- In case of a vacancy in the EuroCup Board, the Chief Executive Officer may appoint a substitute that will be submitted for approval in the first General Assembly meeting to be held.

Any person sanctioned for the commission of any serious infringements in the course of the three previous seasons in

accordance with the Euroleague Basketball Disciplinary Code may not be appointed as club representative and/or attend the General Assembly, the EuroCup Board and/or any other clubs meeting.

1.4 The EuroCup will be governed, managed, administered and developed by Euroleague Properties S.A. or any of its relevant successors, licensees or assignees (hereinafter "EP"). EP is the limited liability company responsible for managing and organising the 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.

1.5 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 EuroCup 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 EuroCup. It is understood that all administrative procedures the participating clubs have in relation to their participation in the competition, 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 governing, managing and administering the EuroCup competition, for adopting the necessary regulations, agreements and resolutions for the smooth running of the competition, for the delegating where deemed necessary in accordance with the organisation chart of the Company, and for developing any other functions entrusted by the governing bodies of the Euroleague Basketball competitions.

The president (hereinafter "Euroleague Basketball President"), who will be appointed by ECA and will report to this body, will be responsible for representing Euroleague Basketball and for the institutional relationships of this institution in the global basketball community. In addition, the Euroleague Basketball President will ensure proper transparency and sound relationships amongst the ECA shareholders and develop any other functions entrusted by the governing bodies of the Euroleague Basketball competitions.

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 EuroCup 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 EuroCup 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 EuroCup 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, referees, referee coaches, Euroleague Basketball delegates and unified scorers who wish to participate in the EuroCup must register in compliance with these Regulations.

The Company may require any other club staff members to register for the relevant purposes.

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.

CHAPTER II

Registration of Clubs

Article 7 Requirements for registration

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

a) Underwriting of the official model of the relevant Contract according to the EuroCup Club Licensing Rules (Appendix I and Appendix II to the EuroCup Club Licensing Rules).

b) Participation in the domestic championship, unless an exception is approved by EP.

c) Fulfilment of the requirements established in the EuroCup Financial Stability and Fair Play Regulations.

d) Provision of an express declaration of sound financial position of the club, stating the following:

- The club does not have any overdue payables with former or registered players, coaches and/or employees, any other club participating in the Euroleague Basketball competitions, EP and/or the Company, and/or any tax or social authorities, unless a write-off plan has been approved by the Company.
- The club has not been formally declared bankrupt or insolvent by a competent body in its home country, has not entered into liquidation or dissolution or any similar proceeding affecting the ordinary course of its activity, or 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.

This declaration will follow the model shown in Appendix IV to the EuroCup Club Licensing Rules and will be certified by an auditing firm.

e) Provision of an express declaration of sound legal position of the club, stating that the club, its managers and/or employees do not fall into the incompatibility situations established in Appendix V to the EuroCup Club Licensing Rules.

f) Payment of the amount of the annual registration fee established by EP, for the annual rendering of services for the organisation of the games of the EuroCup competition that will take place in the arena of the club.

g) Provision of a security deposit and/or fulfilment of any other financial provision established by EP.

h) Provision of a list of the shareholders of the club. In case of any change during the season, the club must inform the Company accordingly within 10 days of the change taking place.

i) Provision of documents to demonstrate that the club complies with the requirements set forth by the rules of the game and these Regulations.

j) Provision of a document to demonstrate the existence of an international airport at a distance from the arena as established in the EuroCup Club Licencing Rules, with enough daily flights to allow the visiting team and referees to have access to the arena without significant disruption to their schedule. High-quality high-speed train service within the area may be exceptionally authorised.

k) 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 EuroCup Club Licencing Rules, including a certificate issued by the competent local authority specifying the maximum all-seater capacity of the arena authorised in basketball format, which is less than a four-hour commercial flight from Frankfurt (unless an exception is approved by the Shareholders Executive Board) and with all necessary technical elements duly approved for the game of basketball, as well as all other requirements set forth in these Regulations. Only in exceptional cases, the club may request the authorisation from the Euroleague Basketball CEO to use another arena that replaces 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 domestic league.

The minimum arena capacity for EuroCup licensed clubs is 5,000 seated spectators.

The minimum arena capacity for EuroCup associated clubs is 2,500 seated spectators.

The club must also send floor plans of all floors in the arena and 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.

In addition, the club must send photos and videos of the shot clocks and additional game clocks showing how they operate.

l) Provision of documents to demonstrate the availability of a minimum number of two 4 star hotels within a maximum distance of 25km by road from the arena.

m) Submission of the Club Pre-Registration Form duly completed in all boxes and signed, including the club representatives in the EuroCup Clubs Meetings.

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

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 30 April 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 competitions have not finished, the Euroleague Basketball CEO may set another date.

8.2 The Company may reject the registration of a club in the event that a sanction 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.

8.3 The Company will approve or reject the registration of a club once it has been verified that the requirements set forth in these Regulations have been fulfilled.

8.4 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.

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

8.6 Should a vacancy become available in the competition, either because of a club's refusal, through the provisions of Article 8.5, or due to a disciplinary sanction, the Company will decide on 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 EuroCup Club Licensing Rules, depending on the type of licence that the club has left vacant.

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 its trade name, or with that of the title or naming or presenting partner, 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 Company may authorise the abbreviation of the name of the city in the name of the team, further boundary line, back of the playing uniform shirt and back of the warm-up shirt. The name of the city or its abbreviation must be exactly the same (either the name or the abbreviation) in all advertising spaces where it is to be displayed.

9.3 The name of one commercial company at most may appear in the name of the team, without detriment to what is provided in Article 72 that governs advertising exposure on the playing uniforms.

9.4 No change in the name of the team will be allowed after 31 July, unless caused by the change of the title or naming or presenting partner and only if the club is signing an agreement with a new partner for at least two seasons. If the club loses the title or naming or presenting partner for any reason not attributable to the club, the Company may waive the requirement for the agreement with a new partner as mentioned above. In whatever case, the prior approval of the Company will be required before proceeding to the change. If a change is made after the mentioned deadline, the club will pay for all related costs for its implementation on all platforms.

Implementations will be made by the deadlines determined by the Company.

CHAPTER III

Registration of Teams

Article 10 Documentation and periods

10.1 The clubs must register their members through the Euroleague Basketball registration platform together with the documentation necessary to apply for registration of their teams in the competition, including a minimum of 10 players, at least three weeks prior to Round 1.

10.2 The registration documents, including a minimum of 13 players and the other team members, must be submitted, through the Euroleague Basketball registration platform, one week before the first Regular Season game. Any addition or change in the roster after the registration documents have been completed one week before the start of the season will be computed within the maximum number of players allowed during the entire season.

10.3 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, as well as the name or alias to be included on the back of the playing uniform, which may differ from the name featured in their passport. The name on the playing uniform and alias will have to be approved by the Company before being used and cannot be changed during the entire season. It is highly recommended that the alias does not change during the entire career of the player.

10.4 The registration documents of each team will include the following members:

a) A minimum of 13 and a maximum of 16 players

b) One head coach

c) A minimum of one assistant coach

d) One team manager

e) A minimum of one doctor

f) Additional team followers

10.5 The position of coach, player or team follower will not be compatible with a managerial or executive position in the club, nor with the club representative position at the EuroCup Board and EuroCup Clubs Meetings.

10.6 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.

10.7 During the Regular Season, player additions to the team roster may be made up to Round 14. The deadline is the Tuesday immediately prior to each round at 18:00 CET.

These deadlines refer to the arrival of the documentation at the Euroleague Basketball office.

10.8 During the same season, a player registered in the competition may only transfer once to another EuroCup club prior to Round 14 of the Regular Season, provided he was deregistered prior to Round 10.

10.9 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.

10.10 A player who has been inactive due to injury may be added to the roster after the deadline to register players. A club must deregister a player if they are above the limit of 16 registered players. A player who is inactive is considered registered; however, he does not count for the maximum of 16 players that a team may have registered at any time.

10.11 For the other team members included in the registration documents, new registrations or replacements will be allowed until 18:00 (CET or CEST) on the day before EuroCup Finals. These deadlines refer to the arrival of the documentation at the Euroleague Basketball office.

10.12 The Euroleague Basketball CEO may request any other information that may be required in relation to the club's participation requirements.

Article 11 Players

11.1 Only those players who are duly registered with their clubs will be entitled to participate.

11.2 The minimum of 13 registered players applies during the entire season.

11.3 The clubs must submit the following documents through the Euroleague Basketball registration platform:

- Individual Registration Form.
- 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 together with the appendix to the contract, the model of which is included as Appendix II to these Regulations, both duly signed by the club and the player. Any other document required by the domestic league will be attached hereto.
- 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. The sworn translation into English of documents originally written in another language will be submitted.

The Company may request original documents when it considers it essential.

11.4 A player registration request will be answered within a maximum period of five days from the time the request has been submitted. A request may be rejected in the event that the club has any overdue payables with the Company.

11.5 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 EuroCup and be authorised by the Company. When registering the player, the club will provide the documents supporting this circumstance.

11.6 The clubs may register players who are 20 years old and under during the season (U20 players), 1 January being the cut-off date of birth, provided that they abide by what is set forth in Article 11.5, without any limitation on the number of U20 players. The U20 players will be counted in the minimum of 10 per game and minimum of 13 registered players at any time during the season and will not be counted in the maximum of 16 registered simultaneously or the maximum of 20 per season stated in Article 10.6. The cut-off date of birth for the U20 players in the 2025–26 season will be set at 1 January 2006.

Article 12 Coaches and team followers

12.1 The club must state which coach is the head coach, and the others will be assistant coaches.

The club must submit the contract with the head coach together with its relevant appendix, the model of which is included as Appendix II to these Regulations, both duly signed by the club and the head coach.

12.2 Each club must register one team manager and one doctor, who will be considered as team followers.

12.3 The club must upload to the Euroleague Basketball registration platform a scanned copy of each of the passports of the coaches and team followers.

12.4 The deadline for the registration of the team members mentioned in 10.2.b), c), d) and e) will be three weeks prior to Round 1 of the Regular Season.

12.5 The team manager will be responsible for submitting the Authorisation List, as approved by the Company, and the Game List, duly completed, to the Euroleague Basketball delegate at least 40 minutes before the tip-off time of the game.

Article 13 Team member authorisation

After all the documents required in this chapter have been submitted and approved, the Company will provide the corresponding Authorisation List for each game.

Article 14 Deregistration of team members

Upon termination of a contract, in addition to notifying the economic information as per Article 4.2a) of the EuroCup Financial

Stability and Fair Play Regulations, the club must inform the Company of the terms of any sporting and/or economic rights reserved in favour of the club, if any.

The Company will hold an updated list of reserved rights available, upon request, to the clubs registered in the Euroleague Basketball competitions.

Article 15 Disputes

The clubs or players/coaches will inform the Company in the event of any dispute related to the breach or termination of their employment contracts, sporting and/or economic rights, and will keep the Company updated of any change in the status of the dispute.

The Company will hold an updated list of active disputes available, upon request, to the clubs, players or coaches registered in the Euroleague Basketball competitions.

The fact that a player or coach has an active dispute with a club may not prevent his registration with a club participating in the Euroleague Basketball competitions.

In the case that a player/coach is required to pay a compensation to a club following a final decision by any judicial or arbitration body or a settlement agreement, the player/coach and the new club that has hired him will be jointly and severally liable for its payment.

The decision or settlement agreement will be enforceable from the date of any binding first instance decision, irrespective of whether any appeals instances may be available.

The new club will be liable until the player registers with any other club from the Euroleague Basketball competitions.

The Company may deduct from and accrue to the economic distribution of the clubs any amounts owed as a consequence of the aforementioned joint and several liability of a club participating in the Euroleague Basketball competitions.

Article 16 Mediation Regulation

In the event of any dispute between clubs (participating in the EuroLeague and/or the EuroCup) arising out of or in connection with the hiring and transfer of a player or coach, the clubs must submit the matter to amicable settlement proceedings under the Mediation Regulation, included as Appendix VIII to these

Regulations, prior to resorting to any other authority or mechanism of adjudication or settlement.

The dispute of a club registered in the Euroleague Basketball competitions with a player or coach, or with any other club not registered for the Euroleague Basketball competitions, may likewise be submitted to this mechanism on a voluntary basis.

In the event of any prior compulsory proceeding as per the internal regulations of a country, the parties will inform Euroleague Basketball of the result of the dispute.

CHAPTER IV

Competition

Article 17 General rules

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

Article 18 Competition system

The competition will be played in five different phases as follows: Regular Season, Eighthfinals, Quarterfinals, Semifinals and Finals.

18.1 Regular Season

18.1.1 Regular Season draw

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 Company will approve the rules for the draw and any further modifications (enclosed as Appendix IV to these Regulations).

The calendar within each group will be established through a random computer draw.

18.1.2 System of play

The 20 teams will be divided into two groups (A, B) of 10 teams each by means of a draw. The draw will take into account the participating countries and the results obtained by the teams in the preceding season. The teams from the same country cannot coincide in the same group, except for the countries with three or more teams in the competition, in which case two teams will coincide in the same group.

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

18.1.3 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 19.

At the end of the Regular Season, the top six teams from each group will move on to the next phases. The rest of the teams will be eliminated from the competition. The teams that finished first and second from each group advance directly to the Quarterfinals.

18.2 Eighthfinals

The teams that qualified third to sixth from the Regular Season will play the Eighthfinals in a single-game format.

The team finishing in the higher Regular Season place will play the game at home. The pairings for the Eighthfinals will be as follows:

- **Eighthfinal A:** 3rd Group A vs 6th Group B
- **Eighthfinal B:** 4th Group B vs 5th Group A
- **Eighthfinal C:** 3rd Group B vs 6th Group A
- **Eighthfinal D:** 4th Group A vs 5th Group B

The winners of the Eighthfinals will move on to the Quarterfinals. The losers of the Eighthfinals will be eliminated from the competition.

18.3 Quarterfinals

The four qualified teams directly from the Regular Season and the four qualified teams from the Eighthfinals will play the Quarterfinals in a single-game format.

The team finishing in the higher Regular Season place will play at home.

- **Quarterfinal A:** 1st Group A vs Winner of Eighthfinal B
- **Quarterfinal B:** 2nd Group B vs Winner of Eighthfinal A
- **Quarterfinal C:** 1st Group B vs Winner of Eighthfinal D
- **Quarterfinal D:** 2nd Group A vs Winner of Eighthfinal C

The winners of the Quarterfinals will move on to the Semifinals. The losers of the Quarterfinals will be eliminated from the competition.

18.4 Semifinals

The four qualified teams from the Quarterfinals will play the Semifinals.

The Semifinals will be played in a best of three games format. The first game will be played on the playing court of the highest-placed team, the second game, will be played on the playing court of the other opponent, and the third game, if necessary, will be played on the playing court of the highest-placed teams. The pairings for the Semifinals will be as follows:

- **Semifinal A:**
  Winner of Quarterfinal A – Winner of Quarterfinal B

- **Semifinal B:**
  Winner of Quarterfinal C – Winner of Quarterfinal D

The team that wins the series will be the first team to win two games. The winners of the Semifinals will move on to the Finals. The losers of the Semifinals will be eliminated from the competition.

18.5 Finals

18.5.1 System of play

The two qualified teams from the Semifinals will play the Finals.

The Finals will be played in a best of three-games format. The first game will be played on the playing court of the highest-placed team, the second game, will be played on the playing court of the other opponent, and the third game, if necessary, will be played on the playing court of the highest-placed teams. In the case that both teams finish in the same Regular Season place, the team with the highest winning percentage in the Regular Season will play at home. In case of a tie, the team with the highest number of Regular Season victories will play at home. In case of a tie, the team with a greatest Regular Season goal difference will play at home. Should the tie persist, the average of the number of points scored will be used taking into account all the games played in that phase. 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.

- **Finals:** Winner of Semifinal A – Winner of Semifinal B

The team that wins the series will be the first team to win two games. The winner of the Final will be the EuroCup champion.

18.5.2 General principles

The Finals 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 Finals 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, ticketing and marketing rights for the Finals 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 Finals. The Company will in any case supervise all decisions related to communication, advertising and public relations.

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

EP will reserve an allocation of 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 customers, they will return them to EP to redistribute them.

Each participating club must appoint a fan security coordinator, who must understand and speak English fluently, will travel with the spectators and will be the liaison with them. The position of fan security coordinator will not be compatible with any other Finals position.

At the Company's request, the clubs will provide the Company with all the information regarding its fans attending the Finals, 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 clubs 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.

The clubs may not organise any fan zone or other activity for their fans without the previous authorisation of the Company.

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 Finals and cooperate with the police from the Host's country.

The Company will establish the rules that the clubs participating in the Finals 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 the game and other activities organised during the event.

e) Use of the Finals logos.

f) Means of transport (including arrival and departure dates) and accommodation in the host city of the Finals.

g) Activities that require the participation of the clubs, their players, coaches and representatives.

h) Requirements of EuroCupbasketball.com 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 Finals meetings.

The Company reserves the right to adjust the pre-game timing and the duration of the team presentation and to increase the rest time between the second and third quarters of the games from 15 to 20 minutes.

18.6 EuroCup champion and runner-up

The EuroCup champion will earn a one-year EuroLeague licence for the following season. The EuroCup runner-up will earn a one-year EuroLeague licence for the following season, except in the event that the club that had originally qualified for the EuroLeague as EuroCup champion or EuroCup runner-up has finished among the top eight clubs of the EuroLeague standings. In this case the EuroCup runner-up will qualify to play the EuroCup the following season.

The above licences will be granted provided that the EuroCup champion and the EuroCup runner-up fulfil the requirements established in the EuroLeague Bylaws and any subsequent modifications thereto.

18.7 Final standings

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

First place will correspond to the EuroCup champion. Second place will be occupied by the runner-up. Third place will be occupied by the losing team in the Semifinals with a higher seed for the elimination rounds. In case of a tie, it will be resolved with most wins in the Regular Season. Should the tie persist, these two teams will be ranked according to the greater score difference in the Regular Season. The other team will occupy fourth place.

Fifth to eighth places will correspond to the teams with a higher seed for the elimination rounds. In case of a tie, it will be resolved with most wins in the Regular Season. Should the tie persist, they will be ranked according to the greatest score difference in the Regular Season.

Ninth to twelfth places will correspond to the teams with a higher seed for the elimination rounds. In case of a tie, it will be resolved with most wins in the Regular Season. Should the tie persist, they will be ranked according to the greatest score difference in the Regular Season.

Thirteenth to twentieth places will correspond to the other eight teams that played the Regular Season, ranked according to their standings at the end of the Regular Season.

Should one or more teams withdraw from the competition or be sanctioned with a disqualification, all the results against this team(s) will be annulled.

18.8 Non-completion of the competition

Should the competition not be completed due to exceptional circumstances, the General Assembly will decide on the final standings of the season, if any.

Article 19 Tie breakers

19.1 Should a team have been sanctioned with the loss of a game or points or victories discounted from its standing 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.

19.2 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 19.1.

19.3 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.

19.4 All points scored in overtime(s) will not be counted in the standings nor for any tie-break situation.

19.5 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 non-round-robin phases 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:

19.5.1 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.

19.5.2 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.

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

19.6 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 the losing score of 0-20 will be taken into account.

CHAPTER V

Calendar, Dates and Times of the Games

Article 20 Calendar

The Euroleague Basketball CEO will determine the official calendar of the competition before each season's Draw. This calendar is enclosed with these Regulations as Appendix I.

Article 21 Dates and times of the games and arenas

21.1 The games will be held on Wednesdays, except for the Eighthfinals, Quarterfinals, Semifinals and Finals, which will be held on the dates established in the calendar.

21.2 Taking into account the interests of broadcasting, optimising ticket sales and the competition itself, the Euroleague Basketball CEO may decide that the game will be played on Tuesday.

21.3 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 — including players appearing on the Authorisation List —, the date appearing on the calendar will be adhered to by all.

21.4 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.

21.5 Under exceptional circumstances, the Euroleague Basketball CEO may designate an alternative arena to hold the games and, if necessary, decide which costs are attributable to each party.

Games may not be relocated to an arena in another territory unless authorised by the Euroleague Basketball CEO.

21.6 Tip-off times of the games

a) All games will begin between 17:00 and 21:30 (local time). 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.

b) On the last round of the Regular Season, 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).

21.7 Without detriment to what is provided in the previous paragraphs, the Euroleague Basketball CEO may exceptionally authorise the request for a change of the arena, 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 the second bullet point of Article 118.1 d), its request for a date or time change will not be attended to.

b) The arena, date and/or time may be changed within the limits established in this article 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. The home club will compensate any additional travelling expenses of the visiting team, officials and IFPC.

c) A change in date requested by the visiting club will, in all cases, require the acceptance of the home club. The visiting club will compensate any additional expenses of the home team, officials and IFPC.

d) The time may be changed when the visiting club requests this at least 15 days before the game is held. The approval of the home club will be required in all cases.

e) A request by the home team rights holder 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. The rights holder will compensate any additional expenses of the home team, visiting team and officials.

f) A request by the visiting team rights holder 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. The rights holder will compensate any additional expenses of the home team, visiting team and officials.

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.

21.8 No travel to an away game is allowed on a game day, except when authorised by the Company on the basis of health or security concerns. This clause does not apply to travel between clubs in the same city or surrounding area.

21.9 In the event of any unforeseen circumstance that would modify the original travel plan, the club must make all efforts and look for all alternative options to reach the city within the shortest delay.

21.10 When, due to injury or illness, a club does not have a minimum of five players included on the Authorisation List and fit to play prior to the tip-off of the game, the game will be forfeited. The Company may require or make any ascertainment it deems suitable concerning the diagnosis of the injuries or illnesses.

Article 22 Standard pre-game timing format

22.1 The arena must be prepared and available for the teams 90 minutes before the game is scheduled to begin.

22.2 Regardless of the scheduled tip-off time of the games, 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)
Referees and Team Captains Briefing	20:35:00	(00:10:00)
Horn Sounds and Teams to Benches	20:38:30	(00:06:30)
Visiting Team Presentation	20:39:00	(00:06:00)
Home Team Presentation	20:40:00	(00:05:00)
Last Warm-Up Period	20:42:00	(00:03:00)
Teams to Bench Area	20:43:30	(00:01:30)
Teams to Court	20:44:30	(00:00:30)
Tip-Off	20:45:00	(00:00:00)
Half-Time		(00:15:00)
Court Available for Teams		(00:07:00)

22.2.1 All pre-game activities scheduled by the club must take place before the team presentation in order to preserve the standard pre-game timing format, the last warm-up period of the teams and the team presentation.

The clubs cannot alter under any circumstance the last 15 minutes of the standard pre-game timing format without the Company's approval, which must be requested at least 24 hours before the game.

22.2.2 Clubs must introduce the players in accordance with what is set forth in Article 80. In all cases, the order of the line-ups must be provided to the TV broadcasters no later than one hour prior to tip-off. Only uniformed players are permitted to stand inside the playing court during the team presentations.

22.2.3 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.

22.2.4 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 and have the prior authorisation of the Company. Once the game has started, the lighting in the playing court area may not be altered, except during half-time after the on-court interviews are finished, and only while the two teams are in the locker rooms. Additionally, during time-outs and intervals of play between quarters both team bench areas must remain lit with sufficient lighting. Lighting changes on the playing court and in its immediate surroundings are not authorised until 15 minutes after the final buzzer.

22.2.5 During the game day practices, the home club will provide the Euroleague Basketball office and the visiting club with information in English regarding 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 quarters.

22.2.6 No events or ceremonies will be authorised during the last seven minutes before the start of the third quarter.

CHAPTER VI

Games

Article 23 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, enclosed as Appendix IX.

Article 24 Playing uniforms

24.1 The player uniforms will be authorised by the Company as stated in Articles 72.3, 72.4 and 72.5.4.

24.2 The home team will wear its main playing uniform unless requested by the Company to wear its reserve playing uniform.

24.3 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.

24.4 Both teams must appear at all games with their 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 25 Authorised persons

25.1 The only people who can be in the playing court area and its surroundings and sit on the respective team benches are the team members registered in the registration documents approved by the Company and included on the Game List. 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.

A minimum of one head coach, one assistant coach, one doctor and a maximum of one team manager will be included on the Game List. As far as the doctor is concerned, the obligation to be on the Game List refers only to home games.

25.2 The crew chief will order any person not complying with these conditions to leave the team bench area or any place close thereto. Likewise, the crew chief will order any person having been

sanctioned with a disqualifying foul to leave the playing court area and the team bench area.

Any players who are registered with their club and not included on the scoresheet of a game will not sit in the team bench area. The fourth paragraph of Article 54 establishes a special area available for them to sit.

The participation of a player not included in the registration documents approved by the Company will be considered as an improper fielding of a player.

25.3 During games no other personnel, with the exception of security personnel, can be located between and behind the scorer's table, team bench areas and the seating area along the same sideline.

In addition, one camera from the international feed production company (hereinafter "IFPC") is authorised to approach the team benches only during time-outs and intervals of play between quarters.

25.4 The scoresheet must include all people on the team bench up to a minimum of 10 and a maximum of 12 players plus up to 10 staff members, all of them included on the Game List. The players must be present, appropriately dressed, must warm-up pre-game and be fit to play unless injuries are documented that prevent their presence in the game.

25.5 The clubs must ensure that the players in the best shape available for every game are included on the scoresheet.

Article 26 Anthems

Only the club's anthem will be allowed to be played at games.

Article 27 Beginning of the game and game clock

27.1 The teams may not use any excuse for not holding a game or delaying its start. Any refusal to comply with the referees' order may be considered as failure to appear.

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

27.3 **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 quarter.

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 28 Suspension of the game and preventive measures

28.1 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 and in the arena 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 in a different arena, or allowing the referees to take the necessary measures they deem appropriate to guarantee the normal completion of the game.

28.2 In the event of force majeure and in the cases expressly stated in these Regulations, as a pre-emptive measure, the Euroleague Basketball CEO, or the crew chief by delegation of the Euroleague Basketball CEO, will be empowered to suspend the game. The crew chief must immediately inform the Euroleague Basketball CEO concerning the reasons that caused the suspension and the measures adopted.

In the event that the Euroleague Basketball CEO suspends a game prior to its celebration, he will decide which costs are attributable to each party in case the game is rescheduled to another arena and/or date.

Article 29 Suspension due to the absence of safety measures

29.1 The absence of safety measures may, in highly exceptional cases, cause the suspension of the game before it begins, if the 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).

29.2 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 30 Suspension of a game due to the spectators

30.1 If a game is suspended by the 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.

30.2 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 31 Suspension due to a reason attributable to the teams

31.1 If the game is suspended by the 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 on 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.

31.2 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 32 Suspension due to an unsuitable arena

32.1 Should the 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.

32.2 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 33 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 referees as long as they are duly justified, without detriment to any sanctions that might apply.

Article 34 Determination of new date, time and place in case of suspension of a game

34.1 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.

34.2 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.

Article 35 Arena change due to a sanction

Should the Disciplinary Judge determine, by sanction, the closing of a club's arena, 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, which will likewise comply with the EuroCup Regulations.

CHAPTER VII

Arenas

Article 36 General rules

36.1 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.

36.2 Authorisation to use an arena 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.

36.3 Any arena modifications will require the previous authorisation of the Euroleague Basketball CEO.

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

Article 37 Playing court area (see Graphic 10)

The playing court area must meet the following requirements:

37.1 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 18032-2 / EN 14904. The basketball playing court may have permanent wooden flooring or mobile wooden flooring. It must have an antiglare surface.

The Company may authorise the use of a digital, LED or similar product, which must fulfil all FIBA Level 1 regulations. In this case, the provisions of Chapter XI will apply.

37.2 The playing court area must be adapted to the dimensions and the markings established by FIBA.

37.3 Playing court colours: The whole playing court surface must be of the colour of the wood parquet floor (Hevea Ruber Wood — natural colour — is recommended), and the restricted areas must be of the same colour of the area outside the 3-point line. The area beyond the restricted area and up to the 3-point line will be of the same wood parquet colour but varnished in a whitened and lighter shade

to ensure the contrast between the two areas. Clubs will be authorized to include design elements in the area outside the 3-point lines, using this same lighter parquet colour tone. These elements must be linked to the club brand identity, or alternatively to its territory. This contrast must be clearly visible on TV. All paintings and varnishes must be matte.

As an alternative to what is set forth in this article, the further boundary line, 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 75.3.

37.4 Playing court lines: The lines marking the playing court 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- or black- coloured. With the prior approval of the Company, the marking lines can be other than white or black. All lines must be the same colour and in high contrast with the wood. The 5cm width of the lines must be completely painted except when the lines are on top of a graphic design, like the central line of the free-throw circles when it contains a design, or the central circle lines on top of the central team logo. In these cases, only two 1cm grey continuous lines will be painted to demarcate the 5cm width of the official line. The 3cm of the inside area will keep the artwork of the graphic design.

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

37.5 Boundary area: Around the playing court there will be a further boundary line in a sharply contrasting colour, or in the same colour as the parquet floor of the playing court, or alternatively in a maximum of 3 different colours, marking an area of at least 2m in width.

When only one contrasting colour is used, it is recommended that the further boundary line is painted in one of the two main identifying colours of the club, or alternatively black. The use of white colour is not allowed.

When more than one colour is used, the main colour of the club must be always dominant throughout the whole further boundary line. The second club colour and, alternatively, a third one can be included with minor presence and for design purposes.

37.6 The playing court design, including colours, lines, design elements and branding, needs to be approved by the Company. The clubs are requested to send a digital design of the playing court including colours, lines and branding no later than 31 August, and pictures of the playing court with all elements no later than three weeks prior to their first home game of the season. Any further changes or modifications to the playing court or any of its branding and commercial elements will not be authorised during the season, unless approved by the Company.

Clubs must paint the lines of the playing court and the boundary area before the start of the season.

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

37.8 The clubs are responsible for keeping the playing court area clean at all times.

37.9 **Escape lanes**

The space between the basket and the first row of courtside seats along the endlines must include a space for the escape lanes as well as for the under the basket camera and camera operator. The escape lanes will be at least 0.8m in width and 2m in length and will be marked. The camera operator space will be at least 1m in width for a total space of at least 1.8m as shown in Graphic 10 and Graphic 14. The size of these spaces may be reduced only with the prior authorisation of the Company.

The surface of the escape lanes will be flat and at the same level as the playing court.

The Company will provide the clubs with the design of the sticker to be placed on the floor to demarcate the escape lanes and the camera operator space.

Article 38 Backstop units

Each backstop unit consists of the following elements: one backboard, one basket ring with a ring mounting plate, one basket net, one basket support structure and the padding.

The clubs must follow the manufacturer's guidelines regarding maintenance and replacement of all equipment.

The clubs are also responsible for keeping the backstop unit elements clean and well-painted during the entire season. When necessary, these elements will be cleaned before the start of each game and before the third quarter of the game.

38.1 Backboards

The technical characteristics, marking and padding of the backboard will be as established by FIBA.

The backboards must have a protective framework of the backstop unit around the outer edge.

The lines painted on the backboard must be white.

38.2 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 quarter or overtime. The red LED lights will be mounted on the inside borders of the backboards no more than 7cm inside the edge of the backboard, flushing up against the inside of the tempered glass, and will be of a bright red colour.

The red LED lights installed in each backboard must be synchronised with the game clock in such a way that they light up, and stay lit, brightly when each quarter or overtime expires. These must be synchronised to light up in the same video frame when the game clock displays 0.0. 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 light immediately beneath the upper red LED lights to indicate the expiration of the 24-second possession. These must be synchronised to light up in the same video frame when the shot clock displays 0.0.

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

38.3 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.

The entire backstop unit 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 backstop unit facing the playing court will also be padded from the floor to a height of at least 215cm. The minimum thickness of the padding will be 10cm. Both lateral surfaces of the

backstop unit will also be padded with the same minimum thickness requirements.

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. All padding must be of the same single colour. The colour and design of the padding of both baskets must be identical. The design must be approved by the Company.

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

Once the backstop unit has been adjusted, the top edge of the ring must be at a height of 305cm.

The whole backstop unit will meet the requirements of rigidity and elasticity established by FIBA.

The backstop unit will be suitably installed on the floor to ensure the safety of the players and referees.

38.4 Replacement equipment

The arena must have one backup backstop unit with the LED lights already installed, for replacement in the event of breakage.

In addition, the arena will also have one backup backboard with the ring and LED lights already duly installed.

The backup equipment must be the same model from the same manufacturer as the one installed.

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

38.5 Rings

The rings, which will be of the 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. 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 backup rings for replacement in case of damage.

Rings must be painted before the start of the season.

38.6 Nets

Six nets will be provided by the Company each season for their compulsory use during games. The nets will comply with the technical conditions approved by FIBA.

There must be two new backup nets in the backup material storage area at all times.

Article 39 Measuring and indicator devices

The arena must have an apparatus to measure the height of the ring, a dynamometer, a manometer, a ball pressure gauge 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 40 Scorer's table and team benches

40.1 The arena must provide the scorer's table, with a maximum of 10 chairs and with a length of 8m, in accordance with the specifications of the Company. The scorer's table will be positioned at court level and may not be raised on a platform/podium. No substitution chairs or benches are permitted. The home club will use a black cloth to cover the scorer's table.

40.2 This area will be equipped as follows:

- One colour laser printer, which prints a minimum of 20 pages per minute.
- Three dedicated high bandwidth wired internet connections with download and upload speeds of at least 50Mbps, with the necessary hardware to enable connections to the router, hub, modems, etc. Wi-Fi networks are not permitted. One line dedicated to the Euroleague Basketball digital scoresheet. A second line dedicated to all other scorer's table internet connections. The third dedicated line will be a backup.
- The necessary hardware to share the internet connections with other computers if provided by the Company.

- A minimum of 10 electrical power sockets. Electrical power must be provided via a UPS (Uninterruptible Power Supply).
- One laptop with only the authorised software installed.
- Two wide screen computer monitors, 21" in size.
- One pen tablet.
- Two digital manually operated clocks.
- One telephone with international dialling functionality.
- Two team foul markers.
- One thermometer.
- One backup laptop with only the authorised software installed.
- One backup electronic equipment manufacturer hardware interface module positioned beneath the scorer's table.
- Adequate paper supply must be provided.

All equipment cables must be properly and tidily rigged.

40.3 The positions at the scorer's table for all games will be set up in accordance with Graphic 13.

No other person may sit at the scorer's table unless previously approved by the Company.

40.4 No unauthorised messages or advertising/brands other than Company brands may be displayed on the scorer's table directly or indirectly through product or equipment placement.

40.5 On the same side as the scorer's table and opposite the main TV cameras, there will be a marked area for the 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 the same colour as those marking the playing court.

Located immediately behind these areas defined by the marking lines, in a symmetrical form, will be the chairs to be used by the teams, with a length of 9m. The number of chairs in each team bench area will be 17. The bench seats area will be surrounded by a Tensabarrier or similar retractable belt stanchion. If the technical staff wants to be behind the players, the 17 chairs may be distributed in two rows, always respecting the security distance from the spectator seats.

As stipulated in the fourth paragraph of Article 54, four courtside seats will be available for the visiting team for use by its members not included on the Game List, and/or its employees/club members.

Without detriment to the indications of Article 37, the team benches must be located at a minimum distance of 2m from the spectators.

40.6 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 41 Electronic equipment

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

41.1 Scoreboards

Two large synchronised scoreboards. They will contain a clearly visible digital countdown game clock with a very powerful acoustic signal to indicate the end of each quarter or overtime. For the last 60 seconds of each quarter and overtime, the game clock must indicate the time in tenths of a second.

The Company may exceptionally authorise the installation of a single scoreboard when it understands that it meets the conditions of correct visibility expressed in the first paragraph of this article.

The scoreboards must indicate the points scored by each team, the number of each player from 0/00 to 99 (and preferably their corresponding surnames), the points scored by each player and the fouls committed by each player.

The scoreboards 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 data entry scorer to indicate the five fouls by one team. The luminous counter will stop when it reaches the fifth foul.

The scoreboards will also indicate the number of charged time-outs.

All the clocks and scoreboards installed in the arena must be synchronised, even those of the centre-hung cube when used also as a scoreboard.

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

The scoreboards must be configured to continuously receive live data from the digital scoresheet.

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

41.2 **Shot clocks and additional game clocks** (see Graphic 9)

Two automatic four-sided shot clocks to apply the "24-second rule" with an additional game clock, which will be installed above and behind the backboards so that they are perfectly visible (between 30 and 50cm from the front of the backboard). Alternatively, four two-sided shot clocks can be installed, with two shot clocks to be installed above and behind each backboard and two to be installed on basket arm of each backstop unit with the display facing the main camera.

The shot clock and additional game 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 shot clock is prohibited from counting down when the game clock is stopped.

Once the game clock drops below 10 seconds, all devices displaying the game clock in the arena will show the same information with one digit indicating the seconds and another one indicating the tenths of a second (e.g. 9.7) left on the game clock. Once the game clock drops below 10 seconds, in no case should the game clock indicate the seconds or tenths of a second with two digits (e.g. *09.7 or *9.70).

The colour of the numbers of the shot clock and the numbers of the additional game clock will be different. The shot 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.

The time-out countdown may not be displayed on the shot clock nor on the game clock.

The game clock, shot clocks and additional game clocks must be able to be reset immediately to any time in the game including full seconds and/or decimals.

The arena must have a third four-sided shot clock and additional game clock as backup, which will be identical to those installed.

In addition, there will be two backup shot clocks and additional game clocks to be placed at the left corner of each half court, just off the playing court, in the event of a permanent malfunction of the shot clocks and additional game clocks. Therefore, backup wiring for the backup shot clocks and additional game clocks will be placed at these locations.

41.3 Whistle-controlled time system

A Precision Time System 900EK model including latest software updates must be used in all games. All the arenas must have the necessary equipment approved by the Company, composed of one device and at least four belt packs. One of them will be a backup belt pack. This equipment will be duly connected to the game clock and work properly. The system must be serviced prior to the start of the season by sending the device and the belt packs to Precision Time System headquarters in the United States of America.

Clubs cannot share the same equipment to other clubs. Should a club acquire the equipment from another club, the equipment will not be accepted for use unless first serviced/approved for use by the manufacturer in time to be set up in the arena and tested prior to the start of the season.

41.4 Acoustic signals

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

- One for the timer. It will sound automatically at the end of playing time for a quarter, overtime and/or game.
- One for the shot clock operator, which will sound automatically at the end of the 24-second period.

These two signals must have a minimum acoustic power of 100dBA to be heard easily in noisy conditions and must be connected to the public address system of the arena. The Company will request the club to make the acoustic signals louder when it considers that they cannot be easily heard.

41.5 Instant Replay System

The Instant Replay System (IRS) will be used by the referees in all games of the season. The IRS will be used according to the rules set forth in Appendix X.

The Company will decide on the technology to be used for the IRS, which will be installed at the scorer's table.

In the case of using the IRS, only the referees and the IRS operator will be present in the area where the IRS is installed. The crew chief will order any other person not complying with these requirements to leave the area.

41.6 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 backup console for each of the electronic devices. The backup equipment must be of same manufacturer as the one installed.

Any cabling must be covered securely and must not create a tripping hazard.

Article 42 Storage. Backup material placement

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

The backup backstop unit, backboard, ring, nets and shot clocks and additional game clocks, will be stored in this area immediately adjacent to the playing court area, on the arena floor level.

The backup digital scoresheet laptop, as well as the whistle-controlled time system backup belt pack, will be located at the scorer's table.

The backup personal foul markers must be located underneath the scorer's table.

When determining the floor plan for the seating around the playing court, adequate space will be available to bring the backstop unit on to the playing court, without delay.

All backup material must be configured identically as the game equipment.

Article 43 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 44 Arena audio systems

44.1 The arena must have a high-quality audio system that is clearly audible from all locations within the arena seating area.

44.2 Audio must be of a high quality for voice, music and sound effects.

44.3 The arena must have a public address system with a microphone located at the scorer's table for the speaker.

44.4 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 quarters, half-time and time-outs.

44.5 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.

44.6 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 quarters and half-time ceremonies and shows.

44.7 Profanity and explicit lyrics in any language are prohibited (with or without accompanying music) in all arena audio systems.

44.8 Clubs will ensure rights clearance in favour of EP for all audio and audiovisual material played in the arena on the occasion of the games.

44.9 The public address system inside the arena may be used to inform the spectators of incidents arising during the game on the playing court and in emergency situations. In no case may it be used as a means to negatively alter the emotional state of the spectators or directly or indirectly incite violence, which means that aggressive, disrespectful, offensive or any other negative messages are not allowed.

44.10 Its use is only authorised when the game clock is stopped and under the following conditions:

44.10.1 The speaker must notify fans, anytime a multiple foul situation occurs, of what was called on the court by the referees through the public address system. Likewise, the speaker must inform of the IRS situation that is being checked by the referees

44.10.2 After every home team's basket scored, the speaker and the DJ will together have a total of five seconds to celebrate it and play music respectively.

44.10.3 The speaker may use the public address system anytime the game clock is stopped, except for during free throws, in order to positively encourage the spectators.

44.10.4 The public address system may also be used for promotional actions during time-outs and intervals of play between quarters.

44.10.5 In the event of a malfunction of the scoreboard, the speaker must announce the score after every basket in English.

44.11 Without prejudice to what is established in Article 44.9, during the games music may only be played through the public address system in time-outs and intervals of play between quarters. 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 musical instruments and/or loudspeakers within 5m from the team benches and scorer's table is not authorised.

44.12 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 45 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.

The arena must have a backup generator installed in case of electrical power failure, guaranteeing that the game can be completed including all minimum elements. Minimum elements are defined as game clocks, shot clocks, scoreboard, scorer's table power, heating, cooling and ventilation systems, internet connection and IFPC equipment.

Clubs may not use any material element (CO2, paper streams, etc.) whilst the ball is in play or whilst the game clock is running.

Article 46 Lighting (see Graphic 15)

46.1 The lighting of the playing court area must have a minimum intensity of 1,700 lux evenly across the entire playing court, measured one metre above it.

46.2 Notwithstanding the above, it is recommended that the arena has the following lighting requirements:

- The horizontal illumination on the playing court area, 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.

46.3 Lighting must be specifically focused for basketball, based on the configuration and placement of the playing court.

46.4 Any glare that may disturb the sight of the players and referees or affect the quality of the TV broadcast must be avoided.

46.5 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 may 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 backstop unit.
- 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.

46.6 The arena will have emergency backup lighting of at least 1,000 lux.

46.7 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 court area and seating area.

46.8 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 (during pre-game, intervals of play between quarters, half-time and time-outs) and then immediately turned on at full illumination. During time-outs and intervals of play between quarters, both team bench areas must remain lit with sufficient lighting. If the arena lighting system does not have instant restrike capability, dimming the playing court area lights once the game has begun will not be allowed.

46.9 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 47 Arena temperature

The temperature of the arena will be maintained between 16°C and 25°C during games and official practices. The temperature levels in the playing court area, locker rooms, suites, public concourses, VIP hospitality areas, media areas and all other areas will not vary more than 4°C.

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.

With regard to games, these temperatures are understood to be those when the seating area is occupied. To these effects, the arena must have all necessary heating, cooling and ventilation systems.

The crew chief may suspend a game if the temperature of the playing court area is below 16°C or above 25°C.

Article 48 Locker rooms

48.1 Team locker rooms

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

48.1.1 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 × 1.2m).
- One high-resolution TV screen at least 68cm (27”) in size with VGA and HDMI inputs.
- Wi-Fi internet service.
- 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 game clock must be displayed inside each team locker room.

48.1.2 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 area and will be in reasonable proximity to the media work room.

48.1.3 The locker rooms must be properly ventilated, clean and in first-class condition. All materials used must be washable with water.

48.1.4 Adequate average lighting must be provided, as well as an emergency lighting system.

48.1.5 The sound level of all possible exterior sources of noise reaching the locker rooms must not exceed 50dB.

48.1.6 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.

48.1.7 The locker rooms will have locks and will be properly secured.

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

48.1.9 The home team and visiting team locker rooms must be of the same quality standards.

48.2 Coaches locker room

It is required that the arena has a dedicated locker room for the coaches of each team, with a minimum surface of 21m^2. This locker room will meet the requirements established for the additional locker rooms.

48.3 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.

48.3.1 The referees locker room must be separated from the team locker rooms and a separate access route to/from the playing court must be provided. Only the referees, the unified scorers, the arena coordinator, the Euroleague Basketball delegate and the referee coach are permitted inside or immediately outside the referees locker room. From the moment the referees leave their locker room to go to the playing court for the game until the moment the scoresheet is closed, only the referees and unified scorers are permitted inside the referees locker room.

48.3.2 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 × 1.2m).
- Internet connection for the digital scoresheet laptop, with remote printing functionality.
- One high-resolution TV screen at least 68cm (27”) in size with VGA and HDMI inputs.
- One toilet.
- 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.
- A ball pressure gauge.

The game clock must be displayed inside the referees locker room.

48.3.3 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.

48.3.4 The locker room will have a lock and will be properly secured.

48.3.5 The locker room must be properly ventilated, clean and in first-class condition.

48.3.6 The requirements for temperature, lighting and sound level are the same as those of the team locker rooms.

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

48.3.8 Fruits, isotonic drinks and bottled water will be provided to the referees in their locker room.

48.4 Additional locker rooms

48.4.1 The arena will have one locker room for the unified scorers 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 unified scorers will be in an area adjacent to the referees locker room.

48.4.2 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.
- One toilet.
- Two washbasins.
- Small storage areas for luggage and equipment.
- Small safe for storage of personal valuables with a key or combination lock.
- Fruits and bottled water.

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.
- Wi-Fi internet service.
- It is recommended that the game clock be displayed inside each of the additional locker rooms.

Article 49 Medical room

49.1.1 A medical room for the participants (teams and referees) of an approximate size of 35m² will be designated adjacent to the team locker rooms. It will be equipped as follows on the occasion of games and practices:

Equipment:

- Medical emergency bag
- 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

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.

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 the participants and will be located in a different area of the arena.

This room(s) will be directly and rapidly accessible from the seating area and to the ambulances coming from outside the arena.

Article 50 Doping control room

50.1 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.

50.2 It is recommended that the game clock be displayed inside the doping control room.

50.3 The doping control room may not be the same room as the medical room mentioned in Article 49.

Article 51 Video screens and electronic fascia boards

51.1 A huge centre-hung cube with video screens may be installed as a marketing and communication platform, and it will be optional to show the scoreboard data in the cube.

51.2 Alternatively, the arena may 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.

51.3 The club must demonstrate that the video screens provide high-quality resolution and are among the latest generation equipment available to the reasonable satisfaction of the Company.

51.4 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 international feed.
- 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.

51.5 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.

51.6 The club will have experienced operators for the equipment mentioned above.

51.7 The arena will have the advertising system stipulated by the Company in Chapter X.

51.8 Apart from other reproductions for entertainment, 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. When game replays are shown on the video screens, the treatment of the content must be balanced. Game replays cannot be used as a means to give support to the home team or in such a manner as to negatively alter the emotional state of the spectators or to incite violence.

If necessary, the club will block any footage on the screen not abiding by what is stated above.

51.9 It is not allowed to use the video screens to distract players during a game, including but not limited to during playing time and/or free throws.

51.10 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.

51.11 Anytime the referees are performing a review through the IRS, the unaltered footage coming directly from the IRS monitor will be shown on the arena video screen(s) for spectators. No other replays coming from any other source including the international feed and in-house cameras may be displayed prior to, during, or immediately after the referees' review.

Article 52 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 stands, 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.

Article 53 VIP hospitality area

The club must have at least one VIP hospitality area, with capacity for a minimum of 200 people.

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

In the case that there is not enough room inside the arena to set up a VIP hospitality area, the club may use outdoor spaces or venues in close proximity to the arena.

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

Article 54 Courtside seating (see Graphic 10a)

54.1 Courtside seating is defined as the grouping of seats that is physically separated from the fixed tribune of the arena, beginning with the row of seats that is closest to the playing court and the successive rows that physically form part of one single group or section of seating (provided that these rows are in between the fixed tribune of the arena and the playing court according to the measurements below).

54.2 Courtside seats may be placed along the entire length of the sideline opposite the team benches — leaving a space of 3m between seats in the centre (a space of 1.5m in width from each side of the centre line) in the first row of courtside seats; this space between seats may be 2.5m in width in the second row of the courtside seats— and along approximately the entire length of each endline, with the exception of the escape lanes on both sides of the backstop unit.

Instead of leaving a space of 3m between seats in the centre, a space of up to 2.5m x 2.5m perpendicularly in front of each free-throw line may be agreed between the Company and the club.

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 backstop unit and the team bench area must be placed behind the electronic advertising system boards.

Besides the above, any camera positioned close to the courtside seats must have an operational space of at least 1m to move in all directions.

54.3 The clubs must also place four courtside seats on each side of the scorer's table, named bench seats, leaving a space of at least 1.2m on the side of the team bench (see Graphic 10a). It is compulsory that these seats are sold (preferably as full-season ticket packages) and occupied for every home game. This row of seats must be at floor level.

Once the club has sold its eight bench seats, it will also be permitted to place four more bench seats behind them (second row) on either or both sides of the scorer's table, subject to the club receiving the Company's authorisation for the request to install these seats, which will have been made to the Company well in advance.

If a club has sold the 16 permitted bench seats (eight on each side of the scorer's table, divided into two rows of four seats each), they will be permitted to install an additional two seats per row and per side of the scorer's table, for a total of 24 seats (12 on each side of the scorer's table, divided into two rows of six seats each). If a club wishes to install and sell these additional seats, they must install and sell them on both sides of the scorer's table.

These bench seats may not be occupied by executives, managers or other club members, nor used as an advertising platform in any way.

The Company reserves the right not to authorise a person to occupy one of these seats or to prohibit the use of the bench seats in case of serious or repeated incidents, without detriment to any disciplinary measures that may be applicable for not complying with any of the requirements set forth in this article.

The club must send to the Company a request adjoining a detailed playing court area layout that shows the dimensions of the bench seats and the distance from them to the team bench, to the scorer's table and to the playing court. Permission to use bench seats will not be granted in any case if the above documentation is not provided.

After receiving the request, the Euroleague Basketball CEO will evaluate all the circumstances, including the effects on the playing court area layout, in order to make a decision. The authorisation, if given, may be withdrawn at any time if the Company notices any type of incidents or actions affecting the course of the game, its participants or the image of the competition.

The club must provide the Company with the information about each of the bench seat ticket holders for approval, prior to the first home game when the ticket is for the entire season, or the day before the game in question when the bench seats are sold on a game per game basis.

54.4 In the first row of the courtside seats located along the endline, next to the visiting team bench the home club will reserve the first four seats next to the visiting team bench for use by the employees/club members of the visiting team/club.

The visiting team/club must notify the home club of the full names of the employees/club members who will be occupying these four seats no later than its official practice time on the game day.

54.5 As set forth in Article 143 of these Regulations, the clubs will be responsible for complying with the Euroleague Basketball In-Arena Code of Conduct included as Appendix VI, which establishes special provisions for the courtside and bench seat ticket holders, and for any related infringements committed by them. The home club must identify the fans holding a courtside seat or a bench seat who persistently fail to respect the Euroleague Basketball In-Arena Code of Conduct, sharing the full name and photo with the Company.

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 and/or set additional barriers at the Company's discretion.

Article 55 Arena capacity

55.1 The arena must be all-seater and have the minimum capacity established in the EuroCup Club Licensing Rules as mentioned in Article 7.1 k) of these Regulations. All seats must be numbered.

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. In these cases, the

club will inform the Company regarding the number of seats not included in the sellable capacity and their specific use.

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

In case of any change in capacity that may happen over the course of the season, the club must submit to the Company the blueprints of the updated seating area noting the change, in order to have it approved.

If the club wishes to close certain seating sections of its arena (or cover them) and limit the arena capacity as part of its long-term ticketing strategy, it must inform the Company in this respect.

The club is also allowed to have alternative and/or unconventional options to installed seats instead of regular seating sections. These include, but are not limited to, cushions, pouffes, and club and bar seating arrangements. If the club wishes to install an alternative seating option to actual seats, it must ensure that these are fixed to the floor and cannot be easily removed or thrown on to the playing court. In whatever case, all instances of unconventional seating sections will be reported to the Company, for approval, before the product is sold to the public by the club.

The club may also be allowed to present to the Company a business case for opening one or more standing sections in its seating area. These sections must be provided with safety measures. The Company reserves the right to reject the installation of any standing section that might be deemed unsafe.

CHAPTER VIII

Safety and Security

Article 56 Safety and security measures

56.1 The health and safety supervision of all set-up and dismantling works in the arena is the responsibility of the home club.

56.2 The Company will provide safety and security guidelines that must be observed by the clubs.

56.3 The minimum safety and security measures in the arena will be as follows:

56.3.1 The arena will have a public liability insurance policy.

56.3.2 The arena must have separate access routes for players and referees from the moment they enter the arena until they reach their locker rooms and the playing court without coming across the public at any time. Vehicular access to and from the arena for the visiting team and referees will always be made available via a secure covered door.

56.3.3 Protective walls behind team benches and the scorer's table, tunnels and nets are prohibited.

56.3.4 The courtside advertising boards will 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 black 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 backstop units, must also be suitably protected as stipulated in these Regulations.

56.3.5 The home club will request the visiting club's advice prior to selling tickets to the fans of the visiting team.

56.3.6 Upon request by the Company, the home club must provide the list of accredited personnel no later than 16:00 CET on the game day, including their access rights and, if available, their photographs. The number of individuals with access to the playing court and locker rooms must be justified.

56.3.7 In the event that a club has been sanctioned for incidents occurred due to the behaviour of its fans, the Company has the right to request the club to implement additional safety and security measures at the club's expense.

Article 57 Arena coordinator

57.1 The club must appoint an arena coordinator, who will be present in all home games.

57.2 The arena coordinator will be responsible for:

a) Ensuring that all arena elements are set up according to these Regulations and that connections are working properly.

b) Maintaining order in the playing court area, requesting the necessary intervention of security personnel before, during and after the game.

c) Being the first person of contact for any needs of the visiting team, referees and unified scorers.

d) Meeting the doping control officers and accompanying them to the doping control room prior to the game.

57.3 The arena coordinator must be able to communicate fluently in English and the local language.

The position of arena coordinator will not be compatible either with any team follower position, any managerial position with another specific task during home games, or with the club representative position at the nor with the club representative position at the EuroCup Board and/or EuroCup Clubs Meetings.

Article 58 Security managers

58.1 The club must appoint a security manager to deal with all security issues regarding EuroCup games. The position of security manager or deputy security manager is incompatible with any other position linked with the team.

58.2 The security manager is responsible for maintaining the order inside the arena by requesting the necessary intervention of the security personnel or police before, during and after the game.

58.3 The security manager is also responsible for the correct implementation of the safety and security plan. The club will provide the Company with the safety and security plan for EuroCup games including the evacuation plan of the arena at least 20 days prior to the start of the competition.

58.4 The security manager is also responsible for the elaboration of a post-game safety and security report that must include any incident or anomaly (of whatever nature) occurred on the occasion of the game, inside the arena and at its access points, as well as the implemented actions. This report must be sent to the Company within 48 hours after the game.

58.5 The Company may establish that a post-game safety and security report must be provided by the visiting club's security manager.

58.6 Four days prior to each game at the latest, the security managers of both clubs must share all relevant information (including details of the travel delegation and attendance of any visiting team fans). The club will schedule meetings with the police prior to each of its home games. The visiting club will be invited to participate in the meeting with the police that will take place the morning of the game day.

In the case of a high-risk game, an additional meeting(s) may take place. The visiting club's security manager or deputy security manager's attendance at the meeting to be held the morning of the game day and at the game will be compulsory in case of a high-risk game.

58.7 If the visiting team fans attend the game, both the security manager and the deputy security manager of the visiting club must travel, and one will stay with their fans and the other will stay with the team throughout the game. Both visiting and home team representatives may record video footage of the fans throughout the entire game.

The visiting team security manager and the home team security manager must perform together a walkthrough of the arena seats allocated to the visiting team fans before and after the game, to evaluate if any damage has occurred during the game. The walkthrough of the arena areas will take place immediately before the doors are opened to the public, and again after the game has ended and all visiting team fans have left the arena.

In the case that the home team representative refuses the walkthrough, no claims due to damages in the arena by the visiting team fans will be accepted by the Company. In the case that the visiting club fails to participate in the walkthrough, the home club will require the Euroleague Basketball delegate to do the inspection.

58.8 In these cases, the detailed evidence of the damages must be shared with the Company within a maximum of 48 hours together with the security report. When the repairs have been finished, the final invoice must include the breakdown of all the costs and items that required repairs.

58.9 In the case of a high-risk game with no visiting team fans attending, the visiting club must have its security manager or deputy security manager travelling and staying with the team.

58.10 The Company reserves the right to establish the obligation for the security manager or deputy security manager of the club to accompany the team in every game played as visiting team.

Article 59 Security personnel

59.1 The club must contract the services of a security company to ensure all the security services. The club will provide adequate uniformed and plainclothes security personnel, in coordination with the competent local authorities, who will be staffed and operate in accordance with the comprehensive safety and security plan.

59.2 To ensure the teams' safety and security, the club may place an appropriate number of uniformed security personnel behind the team benches, who will be seated at their stations, with their main focus on the crowd's behaviour, at all times while the players and referees are on the playing court area and who will stand behind the team benches during all time-outs and intervals of play between quarters, also with their main focus on the crowd's behaviour.

Security personnel will be stationed outside each of the team and referees locker rooms from the arrival of the teams and referees at the arena through to their departure. Security personnel will also be stationed at the locker rooms and playing court during practice sessions. The security personnel must wear clearly numbered vests.

59.3 Dedicated security personnel will be available to accompany the visiting team, complying with its requests at all times.

Dedicated security personnel will be available to accompany the referees, complying with their requests at all times.

59.4 An adequate number of security personnel and ushering staff must be in place to guarantee correct control checks at all entrances to the arena, prevent people from occupying seats or sections different from those shown on their tickets, and ensure that spectators honour the Euroleague Basketball In-Arena Code of Conduct.

59.5 The doping control room will be guarded pursuant to the FIBA Internal Regulations governing Anti-Doping.

59.6 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.

59.7 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.

Article 60 High-risk games

60.1 Should the Company define a game as high-risk, the club will inform the Company regarding the planned additional safety and security measures at least 15 days prior to this game. In the case of elimination rounds, these measures will be notified to the Company the same day that the elimination rounds game is confirmed.

60.2 Should any game be considered as high-risk by the local authorities, the Company and the visiting club must be informed accordingly. Any potential measure impacting the attendance of the visiting team fans must be clearly communicated to the visiting club ahead of the ticket sales for this game.

60.3 Should a club be forced to impose a ban or limitations to the attendance of the visiting team fans, it must provide the Company with the order from the local or regional authorities imposing said limitations. The club will not be permitted to impose them unless it is required to do so by the local or regional authorities.

Article 61 Crowd-Related Emergency Incidents Protocol

The clubs will apply the Euroleague Basketball Protocol on Crowd- Related Emergency Incidents in cases of emergency within the arena where the spectators are alerted due to a medical/security incident where an urgent response is required.

CHAPTER IX

Medical Regulations

Article 62 Team doctor

62.1 The registered team doctor must be a licensed medical practitioner.

62.2 It is compulsory that the team doctor is present in all home games, and it is recommended that they are present in all away games and practices.

62.3 The team doctor must maintain an updated vaccination record for all players.

Article 63 Injury report

63.1 The clubs must report all player injuries or illnesses to the Company on the same day that they occur, using an electronic platform selected by EP that will provide a secure, standardised and centralised database of the players medical information, classifying the cause of the injury or illness, as well as documenting the number of days that the injured or ill player is likely to miss.

63.2 If an injury or illness occurs on a day when the team is scheduled to play a EuroCup game, the club must notify the Company of any player's questionable playing status via the electronic platform at least five hours before the tip-off time of the game. The Company may disclose a player's likelihood of playing or not but will not specify his injury or illness without permission from the club. The club will be considered to have given implicit permission with its own publication of the description of the injury or illness.

Article 64 Medical and athletic training material

64.1 The medical room in Article 49 will be equipped with the following 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
- Automated external 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).

64.2 The home club will provide the visiting team with the following athletic training 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 bottled 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
- Long extra adjustable crutches
- Knee splint
- Ankle brace
- Hard cervical collar

64.3 The Company may update from time to time the medical equipment and medication in this article and will provide a list of the minimum medical equipment with which teams must travel.

Article 65 Ambulance service

65.1 The arena will have an emergency ambulance service with intensive care unit for the participants. The service will consist of at least three certified paramedics and a minimum of one vehicle during all games and practices. The vehicle must be present at the arena no later than 90 minutes prior to the tip-off time of the game and until 30 minutes following the end of the game. 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.

65.2 The arena will also have a second emergency ambulance service with intensive care unit during games for spectators.

Article 66 Medical tests and health protocols

66.1 The Company will provide the standard minimum medical tests (including the anti-doping test) to be performed prior to the signature of the contract for new players, and during the pre-season for all other players.

66.2 The clubs will abide by the health protocols established by the Company.

Article 67 Medical assistance for the visiting team and referees

The home club will provide medical assistance to the visiting team and referees when requested.

The home club will provide the visiting team with access to its practice, rehabilitation and recovery facilities free of charge.

Notwithstanding the above, should a team travel with its own doctor, the doctor will have the responsibility for their team.

Article 68 Medical information among clubs in case of players on loan

In case of a player on loan between any two Euroleague Basketball clubs, all injuries and illnesses including the treatment plan must be communicated immediately to the club where the player is under contract.

CHAPTER X

Marketing Regulations

Article 69 EuroCup brand

69.1 Use of the EuroCup name and logo, and the Finals 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).

69.2 Use of the EuroCup name and logo, and the Finals name and logo, whether used separately or together or combined with the club logo, as well as the use of logos of various EuroCup clubs, will be subject to all provisions established by the Company (see EuroCup Style Guide enclosed as Appendix VII), and to the prior authorisation of EP.

In accordance with the guidelines given in the EuroCup Style Guide, which may be amended at any time by the Company, the following list includes, but is not limited to, the items on which the EuroCup logo must appear ("EuroCup logo" means the competition logo provided by the Company). Therefore, it does not require the prior authorisation of EP:

- EuroCup documentation: letter paper
- Backdrops included in these Regulations
- Media promotions and press releases
- EuroCup 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 EuroCup footage, the EuroCup logo will have to be displayed in the corner of the TV screen according to EP's specific instructions.

All the online visuals and creativities used by the clubs for promotion and related to the EuroCup must integrate the EuroCup

logo. In addition, in the visuals and creativities that include the players' image, the players must wear the official playing uniform of the EuroCup and use any other official product of the competition (balls, etc.).

69.3 The EuroCup brand cannot be used in other competitions (EuroLeague, domestic championship, domestic cup, friendly games or any other) unless authorised by the Company.

Article 70 Use of the club brands

70.1 The Company, EP and the EuroCup partners have, in accordance with the relevant Contract, 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 EuroCup, including the production, licence and/or sale of EuroCup merchandise.

70.2 The clubs must send no later than 31 July all versions of the team logo in vector format, including positive and negative applications, and the style guidelines.

70.3 No change in the team logo will be permitted after 31 July unless it is caused by major force and with the prior approval of the Company.

If a change is made after the mentioned deadline, the club will pay for all related costs for its implementation on all platforms. Implementations will be made by the deadlines determined by the Company.

Article 71 Use of the players' image

The Company, EP and the EuroCup partners have, in accordance with the relevant Contract, 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 EuroCup 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.

However, the Company will guarantee that the EuroCup partners, when using player imagery in their creativities, always display a minimum of three players from three different teams. The only exception to the above will be when the promotion of a EuroCup partner is conducted only on a regional basis and there are two

EuroCup teams in that region. In this case, the creativity may include only two players, one from each club of the region.

In addition, the Company, EP and the EuroCup partners may request the appearance of specific players of the clubs for promotional actions or commercial purposes (such as spot filming, press conferences or in-store activations) during the entire season. The requested players must be made available by the clubs.

Article 72 Player uniforms

72.1 General rules

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

72.1.2 No brand entering into conflict with the exclusive brand category of the EuroCup partners may appear on the player uniforms, except for the brand of the title or naming or presenting partner of the club, or alternatively, if none of the above exist, the main partner of the club, which for the avoidance of doubt will be considered as the brand appearing on the front of the playing uniform with the greatest exposure (hereinafter referred to as “main partner”). In accordance with the relevant Contract, an additional second brand of the club partners will likewise be protected when it coincides with the exclusive brand category of the EuroCup partners.

72.1.3 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 uniform of the team.

72.1.4 It is not allowed to include any type of logo or brand on the background of the player uniforms.

72.1.5 The numbers permitted to be used for the player uniforms will be: 0 and 00 and from 1 to 99. A team may not have both 0 and 00 in the roster at the same time. The colour of the numbers cannot be the same colour as the uniform and must be in clear contrast with the rest of the uniform.

72.1.6 The commercial brands must be identical across all types of playing uniforms, including home, away and alternative, with the exception of the EuroCup badge and the club partner logo as defined in 72.2.1d), 72.2.1f) and 72.2.1h), which may be changed in between competition phases.

72.1.7 The clubs are responsible for ensuring that their commercial brands displayed on their uniforms are compliant with the local regulations of the countries in which they will play their games. In this case, the clubs may display a different brand, provided it is duly authorised by the Company.

72.1.8 Any commercial brand authorised on the player uniforms may be displayed with its original official brand or, as a second option, with its name in English. The club that wishes to use the second option or both during the season will notify the Company prior to the start of the season. In addition, every time that the language of the logo is changed, the club will inform the Company 48 hours prior the game.

72.1.9 The Company will provide the clubs with the respective EuroCup badges that must be applied on the different uniforms. The badges may not be printed directly on the uniforms.

72.1.10 On the occasion of the One Team actions, special branding requirements will be established, as set forth in Article 83.

72.2 Distinctive marking of playing uniforms

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

72.2.1 **Front of the shirt** (see Graphic 1)

a) The number of the player must be 10cm in height and be situated in the centre and right above the partner 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 EuroCup badge, which may include a EuroCup partner, must be displayed on the upper left side. The Company is entitled to modify the badge throughout the season.

e) The club logo may be displayed on the upper central part, above the number of the player. The club logo will not occupy more than 25cm².

f) The logo of a club partner may be displayed on the upper right side of the shirt, below the manufacturer logo, but it may be no larger than 5cm in width and 2cm in height.

g) The manufacturer logo may be displayed on the upper right part of the shirt, but it may be no larger than 10cm².

h) For the Eighthfinals, Quarterfinals, Semifinals and Finals, the clubs may be provided with a unique and special badge that must be displayed on the playing uniforms.

72.2.2 **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 high. 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 be the one stated on the Individual Registration Form as "playing uniform name", which will require the approval of the Company and may not be changed during the season.

The name of the player on the back of the shirt must be written in Latin characters, using diacritics when appropriate.

c) Under the number, one line of text must be displayed 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. This text must be placed at a minimum distance of 3cm and a maximum of 5cm from the number.

The name of the city on the back of the shirt must be written in Latin characters and in English.

d) 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. This commercial brand will respect the exclusivity granted to the EuroCup partners.

e) The national or regional flag or a distinctive non-commercial emblem of the club (team motto or similar) may be displayed on the centre of the hem on the back of the shirt. The area occupied by the flag or the emblem will be no larger than 4cm². Only one element, either the flag or the emblem, may be displayed, and in all cases must be approved by the Company.

72.2.3 **Shorts** (see Graphic 3)

The following requirements must be met:

a) The official logo of one commercial brand is allowed on the lower side of the front right leg, up to 22cm² in size.

b) The manufacturer logo is 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 high on the left side of the left leg.

d) The EuroCup badge must be displayed on the right side of the left leg.

e) No advertising is allowed on the back of the shorts.

72.2.4 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 partners nor for the apparel manufacturer.

72.2.5 **Socks**

Players may wear either black or white socks. They are also allowed to wear socks of the same dominant colour as the playing uniform or of two colours, provided that these are the official uniform colours of the club. 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 EuroCup logo.

72.2.6 **Shoes**

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

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

72.3 Main and reserve playing uniforms

72.3.1 All the teams must have a minimum of two distinct playing uniforms, one of a light colour and one of a dark colour. Only one of the main or reserve playing uniforms can be striped. 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. If the front of the shirt is striped, the back of the shirt must be the same as shorts: one single colour with the same shade.

72.3.2 The club will state which uniform is the main playing uniform, and the other will be the reserve playing uniform. The main and reserve playing uniforms may not be of different shades of the same colour.

72.3.3 The clubs are obliged to send to the Euroleague Basketball office the digital design of each playing uniform including shirt and shorts no later than 15 July, and the sample of each of them 30 days before the beginning of the competition, and then they must be expressly authorised by the Company before going to production. Sending to the Company the design of the playing uniforms in a digital file does not substitute the shipment of the samples. The same steps will apply to all further modifications.

72.3.4 Badges on the names, numbers or logos of the playing uniforms will not be allowed, except for what is established in Article 72.2.

72.4 Modification of the playing uniforms

72.4.1 No modification of the colours of the playing uniforms will be allowed after 1 August, unless caused by a change in the title or naming or presenting or main partner. Even in this case, the modification will not be authorised if made repeatedly during the same season.

72.4.2 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.

72.4.3 Only one change in the title or naming or presenting or main partner will be allowed from the beginning of the competition until the end of the Regular Season if caused by the change of the title or naming or presenting or main partner and only if the club is signing an agreement with a new partner for at least two years. Even in this case the prior approval of the Company will be required before proceeding to the change. No more changes will be allowed after the end of the Regular Season.

72.4.4 Changing any of the distinctive markings of the playing uniforms is not authorised, even if it is for including non-commercial brands or entities or for corporate or solidarity purposes, unless it is approved by the Company.

72.5 Distinctive marking of the warm-up shirt

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

72.5.1 **Front of the warm-up shirt** (see Graphic 4)

a) The number of the player must be 10cm high 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 EuroCup badge, which may include a EuroCup partner, must be displayed on the upper left side. The Company is entitled to modify the badge throughout the season.

e) The club logo may be displayed on the upper central part, above the number of the player. The club logo will not occupy more than 25cm².

f) The logo of a club partner may be displayed on the upper right side of the shirt, below the manufacturer logo, but it may be no larger than 5cm in width and 2cm in height.

g) The manufacturer logo may be displayed on the upper right part of the shirt, but it may be no larger than 10cm².

h) The clubs will be allowed to advertise one commercial brand on the lower part of the outer side of the right sleeve, but the logo may be no larger than 22cm².

i) For the Eighthfinals, Quarterfinals, Semifinals and Finals, the clubs may be provided with a unique and special badge that must be displayed on the warm-up shirt.

72.5.2 **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 may include diacritics when appropriate and 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 high, 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 city on the back of the warm-up shirt must be written in Latin characters and in English.

e) The name of the player on the back of the warm-up shirt must be written in Latin characters, using diacritics when appropriate.

72.5.3 Changing any of the distinctive markings of the warm-up shirt is not authorised, even if it is for including non-commercial brands or entities or for corporate or solidarity purposes, unless it is approved by the Company.

72.5.4 The clubs are obliged to send to the Euroleague Basketball office the digital design of their warm-up shirt no later than 15 July, and a sample 30 days before the beginning of the competition, and then they must be expressly authorised by the Company before going to production. Sending to the Company the design of the warm-up shirt in a digital file does not substitute the shipment of the samples. The same steps will apply to all further modifications.

Article 73 Other garments and equipment

73.1 The following garments and equipment are permitted provided that they do not pose a danger to other players and are the same dominant colour as the playing uniform, as a primary option or, if not, black. All garments or equipment used by players of the same team will be the same colour. In no case may they display any advertising or logo different from that of the manufacturer, club or EuroCup competition:

- protective equipment if the material is sufficiently padded
- compression sleeves and stockings
- knee braces
- mouthguards
- spectacles
- headbands of a maximum size of 5cm in width
- taping, which will be skin-coloured, preferably, or either the same dominant colour as the playing uniform or black.

73.2 No other garment or equipment different from that specified in the previous paragraph may be used in the games unless by medical prescription. Their use must be authorised by the Company, following the assessment of the Euroleague Basketball Medical Officer and the approval from the Company's Competitions Department. To request the authorisation, the medical prescription must be sent to the Euroleague Basketball office by the medical staff of the club within 48 hours before the game. In case of a last-minute need, the club will contact the Euroleague Basketball Medical Officer by telephone.

Bandanas, hair beads and hard material are expressly prohibited.

Article 74 Players and coaches dress code

It is recommended that the players wear casual dressy attire whenever they are arriving or leaving the arena for playing or attending EuroCup games.

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

Article 75 Courtside advertising

75.1 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 EuroCup partners.

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

75.2 **Technical equipment** (see Graphic 6, Graphic 7 and Graphic 8)

Only advertising that is specifically mentioned in this article will be permitted on backstop units.

a) Only the manufacturer name, logo or trademark is permitted on the backstop unit and with a maximum size of 250cm² (only one name, logo or trademark on each structure).

b) One EuroCup logo sticker must be displayed on the top edge of each ring support. One competition sticker must be placed on the top edge of each backboard. Both stickers must be in a position suitable for "Slam Cam" TV cameras coverage. The Company will provide the clubs with these stickers.

c) One EuroCup logo sticker must be displayed on the lower left corner of each backboard when facing it from centre court. The same logo sticker must be displayed on the lower right corner of the reverse side of each backboard. The Company will provide these logo stickers to the clubs.

d) A logo sticker of the EuroCup or the EuroCup partners 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 the clubs.

e) The advertising of only two brands (the same for both baskets) is permitted on the basket support padding. The second brand may be displayed on the two lateral surfaces.

Additionally, the team logo must be placed on the upper part of the front padding. The logo cannot exceed 30cm in height and 30cm in width.

No modification of the size of the regular padding will be permitted.

f) One advertising space for the EuroCup partners or for EuroCup self-promotion is reserved on both sides of the arm of each basket support. The Company will provide the relevant canvases. It is not allowed to display any other advertising on the arms of the basket supports.

g) Advertising is permitted on the scoreboards provided it does not obstruct or interfere with their functioning.

h) One advertising board may be placed on each of the shot clocks and additional game clocks, below the area where the shot clock is displayed. The advertising of only one brand (the same for both baskets) is permitted. The dimensions of this advertising board may not exceed the width of the shot clock and additional game clock.

i) All designs and mockups must be provided to the Company for final approval before 31 August. Any design that has not been previously approved by then will not be allowed.

75.3 **Playing court area** (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.

In the event of a club using an approved digital, LED or similar floor, the provisions of Chapter XI will apply.

a) Advertising is permitted inside the centre and free-throw circles. The advertising must be the same for both free-throw circles during the entire season and must be painted. 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. In the case that no advertising is being displayed in the centre circle, the team logo must be advertised.

No change in this advertising will be allowed unless caused by the change of the advertised partner, and only if the club is signing an agreement with the new partner for at least two seasons.

b) The name of the city where the club is registered and which appears in the name of the team 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 10m 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 and must have significantly larger characters than those of the name of the arena in the case that the name of the arena, which should be preferably placed above the name of the city, is included in this area, as shown in Graphic 10a and Graphic 10b. This prominent size of the name of the city must be approved by the Company. No logos or other texts are permitted in this area.

The name of the city must be legible for TV cameras and may be displayed only once.

The requirements set forth in this point are also applicable when the team plays in a city other than the one in which the team is registered, unless an exception is approved by the Company.

c) It is allowed to include a non-commercial motto, corporate pattern or a special artwork on the opposite side of the team benches, perpendicular to the centre line, for design purposes. Only capitalised Latin characters are allowed, and the layout is subject to the prior approval of the Company.

d) One EuroCup self-promotion sticker or one advertising space for the EuroCup partners 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 backstop unit. The Company will provide the clubs with these stickers.

e) Two advertising 2D stickers (the same for both positions) may be displayed in front of each of the team benches within the area delimited by the further boundary line. The stickers must be transparent. No coloured backgrounds in the design will be allowed. The advertising will consist of corporate logos of club partners only (no other symbols, messages or sub-logos may be displayed). The advertising stickers will be a maximum of 3m in width and 1.5m in height and must be placed starting at 2m from the endline and 30cm from the sideline.

f) Two transparent 2D advertising stickers (the same for both positions) of a maximum of 5m in width and 1m in height can be displayed on the lower side of both endlines. The stickers must be transparent. No coloured backgrounds in the design will be allowed. The advertising will consist of corporate logos of club partners only (no other symbols, messages or sub-logos may be displayed).

g) One advertising space for the EuroCup partners must be reserved on each end of the playing court area, behind the endlines and in front of the backstop units (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).

h) Two transparent EuroCup (or, in their place, the name and/or logo of EuroCup partners 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 3-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 various phases of the competition if required by the Company.

i) 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.

No commercial 3D visual designs are permitted inside the playing court area unless authorised by the Company.

In the cases when there are stickers applied on the playing court, it is compulsory to use proven safety anti-slip laminated stickers.

It is also compulsory to take good care of the stickers, cleaning them up and changing them whenever necessary.

If a club changes its arena where usually its home games are held, it will be the club's responsibility to bear the cost of reproducing all corporate or advertising stickers of EuroCup partners already produced.

j) Basket arm LED boards:

It is optional that the clubs have an electronic advertising system installed on the basket arm of both backstop units.

The necessary time to display the official graphic of the competition on the basket arm LED boards, which the Company will provide, will be made available by the clubs prior to the start of each game and prior to the start of the third quarter.

This graphic must be the only one shown during the last 10 minutes prior to the tip-off time of the game, and during the last six minutes before the third quarter. It will not be counted as part of the 18 minutes reserved to EP during game time that are established below.

The following specifications are compulsory:

- Only still footage may be displayed on the basket arm LED boards during game time. No animations will be permitted.
- The displayed content must be the same for both basket arm LED boards.
- The exposure time of the contents displayed on the electronic advertising system of the basket arm LED boards will be shared between the Company and the home club with the following distribution: 54 minutes of advertising time for the club and 18 minutes of advertising time for the Company.
- Each party will be allowed to display a maximum of four different brands per quarter for a maximum of 12 different brands within its assigned exposure, and a maximum of four different brands for the EuroCup.
- Advertising must be static when the ball is alive, meaning that transitions from one advertisement to another will only be allowed when the game clock is stopped.
- For the avoidance of doubt, the club brands will respect the exclusive categories reserved for the EuroCup partners, as stipulated in Articles 75.1 and 77.1 of these Regulations.
- The Company will provide the home club with the playlist and quarter distribution prior to each game.
- Advertising must be set to 50% of the maximum brightness with a recommended level of brightness of 20-25%, unless otherwise specified by the Company.

- Advertising must be able to be deactivated at the request of the referees.
- The electronic advertising system must be independently operated and may not be connected to any other competition clock.
- The advertisements of the basket arm LED boards may be different from those of the electronic advertising system around the playing court.
- Clubs are not allowed to place any advertising on the padding of the basket arm LED boards.

75.4 Outside the playing court area

a) It is mandatory that the clubs install an electronic advertising system (LED or LCD) in their arenas, next to the playing court area, 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 high. 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 area, opposite the main TV cameras, covering the sideline and the part of the endlines nearest to the team bench areas, forming an inverted U. The boards will be distributed in the following manner:

- At the endlines, a minimum of 6m and a maximum of 7m 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 minimum of 1.5m wide and a maximum of 3m wide and will be the same on both sides of the scorer's table.
- No empty space may be left between the sideline boards and the endline boards. The boards must be installed in such a way that a 90-degree angle is formed in the corners.

Therefore, the entertainment squad, 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 56.3.4. 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) Electronic Advertising Rules

All the electronic advertising system animations must fulfil the following style guidelines and specifications:

- Clubs will provide the Company with the technical specifications of their electronic advertising platforms no later than 31 July.
- White, light and bright backgrounds are not recommended in the electronic court advertising animations. It is recommended to always use dark backgrounds with high contrast levels over the displayed information.
- The content screen displayed within every animation must be static for at least five seconds. For instance, an animation lasting 15 seconds and displaying different content must keep each part of the content static for at least five seconds.
- It is not permitted to display animations that may disturb the concentration of players, coaches and/or referees (i.e. flash/spark/blink animations).

The Company will provide the clubs with an extended version of these Electronic Advertising Rules containing right and wrong examples.

d) During the entire season up to the Finals, the clubs must make available for EP:

- 24 minutes on the electronic advertising boards around the playing court within the TV cameras coverage. These minutes made available must be 24 minutes of playing time, which means that exposure during intervals of play between quarters, half-time and time-outs is not counted. These 24 minutes must also be equally distributed among

the four quarters. If the game goes to overtime, one third of the inventory on the electronic advertising boards must be available for EP.

- These minutes made available must be of game time.
- The necessary time to display the official animation of the competition, which the Company will provide to the clubs, on the electronic advertising system. This video must be displayed at the beginning of each quarter, as well as during the team presentation. It will not be counted as part of the 24 minutes reserved to EP. This video will be shown on the electronic advertising system at tip-off.
- The club must provide the Company with an advertising space for direct marketing actions, promotional campaigns, sample distribution and on-site sales purposes during the entire season.

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 displayed along the endlines furthest away from the team bench area with the animations played on the electronic advertising boards mentioned in paragraph a) of this article. These electronic advertising boards cannot obstruct the playing court from any camera shot.

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 e).

h) Advertising on the benches (chairs, cushions, etc.) can be managed by the club but must not interfere with the visibility of the game from the seating area and on TV.

i) Advertising is also permitted outside the TV cameras coverage and on a video screen, located away from the playing court area. If advertising announcements include audio, they may be run only during intervals of play between quarters or half-time.

j) The Company will provide the clubs with a playlist including all EuroCup partners and corporate content video animations, which will be shown on the electronic fascia boards of the arena, if any, during 24 minutes of playing time, which means that exposure during intervals of play between quarters, half-time and time-outs is not counted. These 24 minutes must also be equally distributed among the four quarters. No brand entering into conflict with the EuroCup partners may appear on the electronic fascia boards, except for those already authorised in accordance with the relevant Contract.

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

75.5 General information

a) Advertising cannot be used as a means to give support to the home team or in such a manner as to negatively alter the emotional state of the spectators or to incite violence.

b) Advertising placed in the playing court area 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 EuroCup or any of its partners already produced and paid for the season by EP and/or the Company.

d) If a club, for technical reasons, is facing difficulties in placing the advertising of the EuroCup or any of its partners, it will inform the Company at least 24 hours in advance of the game, so that the Company can find a solution.

e) Any refrigerators by the playing court area must display only the EuroCup 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.

f) Any type of dismantling on the playing court and in its immediate surroundings is not authorised until 15 minutes after the final buzzer of the game, so that the dismantling is not broadcast on the international feed.

75.6 Advertising system exposure time report

75.6.1 Each home club must send, 24 hours before each game, the information regarding the brands that are going to be displayed on all the advertising platforms, including the length of the videos in seconds and the times that the videos are scheduled to be played.

75.6.2 Within 24 hours after each home game, the clubs must provide the Company with a detailed report documenting the time of exposure received by each of the EuroCup partners appearing on their electronic advertising system. This report must include detailed quarter by quarter information regarding each game.

75.7 Official ball and ball carts

75.7.1 The official ball will be the only one that may be used in the games and practices and will be supplied by the Company.

75.7.2 The official ball may not be used in competitions, exhibition or friendly games other than the EuroCup, unless it is approved by the Company.

75.7.3 No markings that may be visible in photos or on TV footage will be allowed on the ball.

75.7.4 The balls used in each game must have all branding in proper conditions, without significant deterioration of their original design.

75.7.5 The Company will provide the ball carts and include the EuroCup logo and the logos of any or all of its partners on their sides. The home club will provide the visiting team with two ball cart that hold a minimum of 12 basketballs.

75.7.6 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 76 Merchandise

76.1 EP will be the only entity responsible for the production and/or sale of EuroCup merchandise.

76.2 In no case may the clubs produce merchandise with the logos of the EuroCup, the Finals or any other intellectual property of EP without the prior authorisation of this company.

76.3 For the Finals 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 EuroCup, the Finals or any other event-related logo.

The Company will produce the EuroCup champion apparel. The clubs may send the logo of their main partner to be included in the shirt design.

76.4 EP is authorised to use the brands, logos and emblems of the participating clubs, as well as the footage of players and teams from the EuroCup picture database, for producing EuroCup merchandise.

76.5 EP is authorised to collect players' signatures from the clubs to promote and commercialise Euroleague Basketball products, including but not limited to collectibles, memorabilia and merchandise.

76.6 The clubs may ask the Company to include any of their own merchandise items in the Euroleague Basketball online merchandise platform. The Company will study the request and will authorise it if considered appropriate for its own sales campaign.

76.7 The clubs producing replicas for sale or promotional purposes must produce replicas of EuroCup playing uniforms.

Article 77 Partnership and promotion

77.1 General principles

All club partners will respect the exclusivity granted to the EuroCup partners (see contract between EP and each club).

The clubs will not be allowed to promote, advertise or enter into agreements with any partner or company in contradiction with the exclusivity basis upon which EP defines all its partnership contracts, nor promote or advertise any event, entertainment activity or sports competition other than the EuroCup.

Upon the signing of a contract by EP for a new partnership category, the club will be allowed to continue with its contradictory activity until the end of the term of its contract and/or any of its subsequent renewals or extensions (provided that these are exercised in the season immediately following the expiry of the original contract), always excluding any promotion during the Finals, where all the advertising platforms are controlled by EP. When the contract of the club expires, the exclusivity basis will be the only modus

operandi during games according to the relevant Contract signed between EP and the clubs.

77.2 Exposure for EuroCup partners

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

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

77.3 On-Court Promotions and Consumer Promotions

77.3.1 The clubs will allow the Company to conduct at least two on-court promotions per game, consumer promotions, product displays, distribution of samples and handouts and other activities on behalf of the partners of the Company in their arenas. For this purpose, the Company will inform the clubs at least two weeks in advance.

77.3.2 The on-court promotions conducted by the clubs will respect the exclusivity basis upon which EP defines all its partnership contracts.

77.3.3 The clubs will provide the Company with official balls and official playing uniforms signed by all players, The Company, EP and the EuroCup partners will be allowed to conduct promotions, product displays, giveaways and other activities with the official balls and/or playing uniforms. The Company, EP and the EuroCup partners will pay the clubs the retail price of the requested merchandise.

77.3.4 Under no circumstances may a club conduct any type of promotional activities (for instance, contests) using and/or offering EuroCup Finals tickets, packages or similar for the purposes of the club and/or any of its partners and/or media. The Company's prior written approval will be required for these types of promotional activities.

77.3.5 Vehicles above 100kg are not allowed to go or stand on the parquet floor at any time.

Article 78 Branding

78.1 Team locker rooms branding

The team locker rooms must be properly branded with the promotional image of the competition. For this purpose, the clubs must send a branding proposal to the Company before 8 September for approval. In this regard, one commercial brand will be allowed in

the home team locker room, provided that it respects the exclusivity granted to the EuroCup partners.

After the Company's approval, the clubs will be responsible for the production and installation of the approved branding elements. These branding elements must be displayed in the locker rooms on the occasion of all EuroCup games.

78.2 **Teams' arrival area branding**

The inside or outside part of the arena where the teams arrive must be branded accordingly. The teams' related image including the logo of the competition must be part of the branding. The clubs must send a branding proposal to the Company before 8 September. After the Company's approval, the clubs will be responsible for the production and installation of the approved branding elements. These branding elements must be displayed in the teams' arrival area on the occasion of all EuroCup games.

Article 79 Promotional spot and partners on the video screens

The clubs will be provided with the EuroCup promotional spot to be shown on the video screens of their arenas, if available, 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.

The Company will also provide the clubs with a playlist including all EuroCup partners and corporate content video animations, 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. The Company will be entitled to one third of the commercial inventory on these platforms.

Article 80 Team presentation

80.1 As set forth in Article 22.2, the team presentation will start six minutes prior to the tip-off time of each game. The presentation of the visiting team will last one minute, and the presentation of the home team may last a maximum of two minutes. The visiting team will be introduced first.

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

80.2 It is authorised to use an arch for the players of the home team to pass through when announced during the team presentation, under the following conditions:

- The arch can be used only during the home team presentation.
- The arch will be a maximum of 2m in width (50cm per column plus 1m for the area where the players will pass through), and a maximum of 2.75m in height.
- The arch will be placed close to the home team bench.
- The standard team presentation format must not be affected by the presence of the arch.
- Advertising must be the same during the entire season and only one brand is allowed.
- The arch will be placed immediately before the home team presentation and will be removed as soon as the home team presentation is finished.
- The arch will not be visible at any point during the game within the TV cameras coverage.
- The club must send to the Company the arch design (including advertising, if any) for approval at least 10 days prior to the game in which the club wishes to use it.

80.3 All players will be announced by their number followed by their alias, one at a time, and following the order of the number of the players. If the club wishes to establish its own order, it must inform the Company for approval. As players are introduced, they will leave the bench and take their positions on the playing court as shown in Graphic 12, 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 bench area.

Any team members who are not being announced will stay at the team bench or at the further boundary line, but will at no point step onto the playing court. Only announced players are allowed to step onto the playing court after they have been announced.

80.4 Immediately after the presentation of both teams, the players will greet the opposing team before beginning the last warm-up period.

80.5 During the team presentations the EuroCup presentation video will be displayed on the electronic advertising system. The Company will provide each club with the video to be displayed.

80.6 A blackout during the introduction of the home team is recommended with the use of directional spotlights on the announced players and the team logo on the centre of the court. In case of a slow restrike, the blackout will require the approval of the Company.

80.7 A team-focused introductory video on the video screens, plus the display of the announced players' names on the electronic advertising system, may be permitted during the home team presentation provided that they do not affect the standard pre-game timing format stated in Article 22.

Article 81 Partner list

Twice per season, the clubs must provide the Euroleague Basketball office with a complete detailed and accurate listing of all club partners, no later than 15 September and every time a new partner is signed or removed, which includes:

a) Name of brand.

b) Name of partner 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 partner; face value of these tickets.

g) Number of minutes of TV advertising included in the agreement.

Article 82 Branding for press conferences

82.1 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 EuroCup branded backdrop must be produced to be used in the mixed zone and 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. The background on the boxes of the backdrop may not be coloured. It must be used in all video interviews conducted by the media before, during or after each game, except in the locker room interviews.

Any modifications of backdrops during the season, due to the signing of an agreement with a new EuroCup partner, are the responsibility of the club. The 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.

82.2 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 EuroCup partners may appear on this platform.

The club will be entitled to place up to two different products of its official partners for each of the microphones on the press conference table.

The club will be entitled to use a digital screen as advertising platform. In no case may the screen obstruct the chests and faces of the individuals speaking at the press conference.

In addition, the Company will be entitled to place up to two different products of its official partners for each of the microphones on the press conference table, in a visible position to the TV cameras, during all press conferences of the season. The Company or the partner will be responsible for the shipment of the products to each of the clubs at the beginning of the season.

Branded soft drinks may also be displayed on the top of the table as one of the two different permitted products. In no case may the displayed products of the partners of the Company or the club obstruct the chests and faces of the individuals speaking at the press conference.

Article 83 Euroleague Basketball Corporate Social Responsibility Programme

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

Each club must appoint a One Team manager, who will be responsible for the Euroleague Basketball Corporate Social Responsibility Programme.

All the One Team staff designated by each club (at least the One Team manager and a One Team coach) will have to attend the One Team Workshop that the Company organises every year before the start of the Regular Season. 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 must submit their programme including a plan of minimum of eight sessions to the Company no later than 1 October. The One Team sessions must be delivered within October and April.

The clubs also have to commit themselves to communication and branding obligations — besides those mentioned in Article 72.1.10 — such as being active on the digital platforms and using the proper One Team branding in different media events.

The clubs will implement the One Team associated measuring and evaluation process in accordance with the instructions of the Company and deliver the global results by 1 May. Additionally, the clubs must include their programme and sessions, surveys and stories in the specific One Team platform by the aforementioned date.

Within the One Team General Programme, the Company will organise some One Team actions on the occasion of EuroCup games which will take place during one or two rounds each season. All players, coaches and referees will be encouraged to support these actions.

By 1 October, the clubs will designate at least one of their players as their One Team ambassador. In addition, 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 Company will provide the clubs with the details of the One Team actions and specifications regarding the pre-game format,

branding and communication in these rounds well in advance for their smooth running.

The One Team ambassadors will be requested to participate in at least two or three of the One Team sessions and to support the One Team actions around EuroCup games, as well as any activities conducted by the club, in order to promote the programme, including but not limited to One Team partners' events when requested.

Article 84 Exhibition of Euroleague Basketball trophies

The holders of trophies awarded by Euroleague Basketball will inform the Company of the trophy exhibitions well in advance. The Company may prohibit a specific exhibition for the sake of the image or commercial interests of the competition.

CHAPTER XI

Glass Floor

Article 85 Glass Floor

85.1 The following provisions must apply in the event of an arena holding a digital, LED or similar product, which must fulfil all FIBA Level 1 regulations.

85.2 In the case that a club opts for this kind of floor, a test to adjust the playing court brightness and colours combined with the arena lighting set-up must take place at least two weeks prior to the first Regular Season home game. The Company, the TV broadcaster and the club must be present during the test, and an appropriate set-up must be approved by the Company.

85.3 The testing of innovative applications of the platform will be allowed to be explored — particularly in the areas of promotion, information sharing and fan engagement — provided that the proposals receive the prior written approval from the Company.

Article 86 Playing court displays

86.1 The clubs may vary designs, patterns, colours and animations. A minimum of five working days is required to submit a full rendering for review and approval by the Company in order to ensure sufficient time for any necessary adjustments. This applies to all layout and design changes.

86.2 The playing court must display the official basketball court layout during all warm-up periods available to players (pre-game/half-time) and official practices.

86.3 The club is allowed to modify the layout during the pre-game timing dedicated to the team presentation.

86.4 No animation will be displayed during game play situations except during five seconds at the tip-off of the game, at the beginning of the third quarter and at the start of overtimes, and three seconds after each free throw, three-pointer and/or dunk made.

86.5 In dead ball situations, animations may be used during player substitutions and IRS reviews.

86.6 During intervals of play between quarters and half-time, and not earlier than 10 seconds, the club may show additional animations and brands with the exception of the platforms below, provided that the official court layout is displayed.

Article 87 Platforms

87.1 When authorised, the exploitation of the displays on the modified playing court will be shared between the Company and the home club as follows, in accordance with the guidelines displayed in Graphic 11, and subject to modifications that may be authorised by the Company.

a) Time-outs and end of quarters in the first and third quarters will be exploited commercially by the Company, while in the second and fourth quarters and overtimes they will be exploited commercially by the home club:

b) Dunks and free throws made will be exploited commercially by the home club.

c) The home team's three-pointers will be exploited commercially by the home club, while the visiting team's three-pointers will be exploited commercially by the Company.

d) The tip-offs, the beginning of the third quarter and the IRS reviews will be exploited commercially by the Company.

e) Animations of commercial brands in the platforms mentioned above which follow an already approved layout/design may still be submitted to the Company up to 24 hours before the game.

CHAPTER XII

Media Regulations

Article 88 Media director

88.1 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 Euroleague Basketball office.

88.2 Each club must designate a substitute of the media director in the case that they are not attending a game (home or away) in order to meet all the obligations of the media director. The name and contact details of this staff member must be communicated on the game day at noon at the latest.

88.3 The media director must be able to communicate fluently in English.

Article 89 Duties of the media director

89.1 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.

89.2 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). If any relevant articles related to the EuroCup, the club, other clubs or basketball in general are published by the local press, the media director of the club must send these articles to the Euroleague Basketball office by email on the day they are published. Upon request, the club will provide the Company with a translation into English of the local press articles.

89.3 On the occasion of the home games, the media director will inform the Company well in advance about the attendance of VIPs and any recognisable personalities (such as artists, former basketball players and sports people), as well as their location in the seating area.

89.4 On the occasion of all games, the media director must accompany the players and the head coach of their team to the on-court interviews, as well as to the post-game press conference until the end of the event.

89.5 Whenever sitting at the scorer's table, the media director of the visiting club will only be able to communicate with the team members sitting in the team bench area in order to comply with their obligations stipulated in these Regulations with regard to media issues, such as coordinating pre-game, half-time and post-game interviews.

Article 90 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.

Only certified journalists working for media outlets that conduct communication activities will be evaluated to obtain a media accreditation. The Company may grant authorisation for accreditations to individuals not meeting the aforementioned criteria.

The Company will be entitled to submit a list of the media that must be granted accreditations and arena access totally free of charge.

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 Department, so that they are informed regarding the exact coverage of the game.

The Company is entitled to revoke the accreditation of a media member for that specific game and/or for the rest of the season, in the case that this media member goes around areas in the arena where the media are not allowed to circulate, breaches the copyright rules or does not follow the Code of Conduct.

Any accredited media will not be allowed to be on court once the game has finished until the world feed has finished except the official photographer and social media manager of the Company and both the home and visiting teams, and the IFPC crew to cover any possible celebration on court after the final buzzer.

Article 91 Photographers

The club must make sure that all accredited photographers will only have permission to take pictures for editorial distribution or sale.

Space for photographers will be provided behind the endlines at both ends of the playing court area, on the side of the backstop units

nearest to the team benches and behind the advertising boards, as displayed in Graphic 10 and Graphic 14.

Under no circumstances may photographers be located occupying the escape lanes, nor blocking the visibility of the electronic advertising system boards.

The Company accredited photographers, if any, 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.

The Company accredited photographers will be authorised to circulate freely around the arena throughout the game.

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

The clubs will provide power supply and one dedicated high bandwidth wired internet connection with download and upload speeds of at least 200Mbps for the Company accredited photographers. This line must be installed in close proximity to the playing court area, preferably in the back area of the photographers' benches or seats. The power supply and internet connection must remain active and available until at least 1 hour and 30 minutes after the final buzzer.

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 club will provide one parking slot for the Company accredited photographers inside the arena, in a comfortable area for them to be able to carry their professional equipment to their area inside the arena.

Article 92 Set-up of remote cameras

92.1 Remote cameras behind the backboards

Cameras triggered by remote control can be set up behind each backboard.

Cameras behind the backboards must be set up in a proper way to avoid any interference among them and/or between them and the rest of IFPC's or rights holders' cameras. All the equipment may not stick out of the edges of the backboard.

Photographers' cameras behind the backboards must be powered only by batteries. Power adapters may not be used under any circumstance.

All requests for setting up cameras must be sent to the Company's Communications Department (mediacommunication@euroleague.net and television@euroleague.net) at least 10 days before the game in the case that a camera has to be set up on the backstop unit. Every request must include the name of the person who will do the set-up and the person responsible for the camera. The Company will approve or reject the requests at least five days before the game is played.

The priority order to set up the approved cameras will be the following:

- IFPC's cameras or rights holders' cameras
- Company approved video cameras
- Cameras of the Company accredited photographers
- Camera of the official photographer of the home team
- Camera of the official photographer of the visiting team
- Cameras of the rest of photographers

The maximum number of approved photographers' cameras will be three per backboard.

The set-up of all the cameras must meet all the relevant safety standards, and any necessary safety certificates must be provided. The photographers' installation must always be supervised and approved by the home club.

No cameras overhanging the backstop unit will be allowed.

Each camera must have two magic arms (with magic clamps of the Manfrotto 035 type or similar), one of them holding the bottom of the camera, and the other being fixed at the backstop unit.

To avoid the reflections of the backboard glass in the photos, photographers will use Cinefoil or similar, attached on one side to the periphery of the camera lens and on the other side to the back of the backboard glass with transparent self-adhesive tape.

In all cases, the Cinefoil size must be the minimum possible in order not to obstruct the view of the TV cameras or spectators.

All the materials used to set up the cameras must be black with no glare.

Photographers and IFPC staff members setting up the cameras must leave the court 90 minutes before tip-off. Photographers and IFPC staff members will only have access to the cameras during the first five minutes of half-time and after the end of the game.

The home club will be responsible for immediately removing any camera(s) that do not comply with this article. The Euroleague Basketball delegate or the referees may request the removal of the installation of the cameras in the case that there is a risk related to safety and security.

Any photographer not complying with these rules will immediately have their accreditation revoked and will not be allowed to cover future Euroleague Basketball games.

92.2 Remote cameras in the backstop unit front padding camera space

In the case the club has a type of backstop unit that makes it possible to install a camera in the front padding camera space, the Company reserves the right to install cameras triggered by remote control in the space made available by removing the padding at the base of each backstop unit front padding.

Photographers' cameras in the backstop unit front padding camera space must be powered only by batteries. Power adapters may not be used under any circumstance.

All requests for setting up cameras must be sent to the Company's Communications Department (mediacommunication@euroleague.net and television@euroleague.net) at least 10 days before the game in the case that a camera has to be installed in the space made available by removing the padding at the base of each backstop unit front padding. Every request must include the name of the person who will do the set-up and the person responsible for the camera.

The Company will approve or reject the requests at least five days before the game is played.

The priority order to set up the approved cameras will be the following:

- IFPC's camera or rights holders' camera
- Camera of the Company accredited photographer
- Camera of the official photographer of the home team

The maximum number of approved cameras in this space is one per backstop unit, with maximum one camera per organisation.

The set-up of all the cameras must meet all the relevant safety standards, and any necessary safety certificates must be provided. The photographers' installation must always be supervised and approved by the Euroleague Basketball delegate.

The camera must be set up when no players are using the backstop unit, and all equipment must remain entirely inside the backstop unit. The space must be covered using a shatter resistant acrylic glass/plexiglass or similar material approved by the Company that is completely aligned with the padding, cannot move should a player or referee make contact with it, and is therefore safe for all participants.

Photographers and IFPC staff members setting up the cameras must leave the court 30 minutes before tip-off. Photographers and IFPC staff members will only have access to the cameras during half-time and after the end of the game.

The home club will be responsible for immediately removing any camera(s) that do not comply with this article. The Euroleague Basketball delegate or the referees may request the removal of the installation of the cameras in the case that there is a risk related to safety and security.

Any IFPC staff member or photographer not complying with these rules will immediately have their request revoked for future Euroleague Basketball games.

Article 93 Media facilities

93.1 In-arena seating and facilities

At least 50 seats equipped with a work surface (work table or desk) and power supplies must be reserved for journalists, of which at least 15 must be at the same level as the playing court area. All TV stations with rights to broadcast the game, the persons responsible for graphics, TV statistics, etc. will be given preference to use these 15 seats. Should the Company's Officiating Department nominate a referee coach for the game, or should the Company's Communications Department nominate a specific scouting person,

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.
- One electrical power socket supplied via a UPS will be provided to the area of each seat.
- Dedicated high bandwidth internet connections with download and upload speeds of at least 200Mbps will be provided for up to 30 seats.
- A free Wi-Fi internet service will be available for all the accredited media.
- The media director of the home club will help the radio stations install dedicated wired internet connections suitable for high-quality VoIP transmission in their commentary positions. Each radio station will be responsible for requesting and paying for this service to each country's telecommunications company, and the media director will offer support in case of any problems.
- Dedicated high bandwidth internet connections (wired and Wi-Fi) in the playing court area during all games for use by the Company staff.

Lighting, power supplies and internet connections in all areas must remain active and available until at least 1 hour and 30 minutes after the final buzzer.

93.2 Media work room

A media work room will be provided in close proximity to the playing court area, either close to the media seats or to the press conference room.

93.3 Communication facilities

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

a) Work surface and chairs for a minimum of 30 people working at the same time.

b) 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.

c) A free Wi-Fi internet service will be available for all accredited media.

d) One high-speed colour laser printer, which prints a minimum of 50 pages per minute (distribution of statistics).

e) 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.

The media work room must remain open until at least 1 hour and 30 minutes after the final buzzer.

93.4 Mixed zone

A secure area of an approximate size of 50m^2 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. 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 IFPC, any rights holders or by the rest of 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 that at least five players meet the media in a suitable location.

93.5 Press conference room

The clubs must prepare a press conference room. This room will include:

a) Head table (speakers' table) (with a minimum of three chairs and two microphones) on a raised platform.

b) Desks and chairs for a minimum of 30 people.

c) Audio splitter with at least 10 additional connections.

d) Raised platform for TV cameras.

e) Backdrop. It 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 82.1.

f) The front side of the head table will be covered in accordance with the specifications set forth in Article 82.2.

g) 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 EuroCup partners to be inserted in the rotation. All creativities will be provided by the Company.

Article 94 Game notes

The Company will send weekly game notes to all participating teams. These notes must be forwarded by each club to all local media contacts and visiting media attending the game.

Article 95 Interviews and other media activities

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

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.

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

The Company's Communications 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

In addition to the usual interviews, the Company's Communications Department will have the option to conduct at least four special media activities with players or coaches from each team during the season. The Finals activities are not included in this count. All activities will be coordinated with the media director of the club, who will be informed of these activities in advance.

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

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 EuroCup event takes place, such as a press conference, partner presentation or similar, for one-on-one interviews or media availability as part of the event.

Article 96 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 97 EuroCup digital platforms

97.1 Media director responsibility

The media director of each club will be responsible for fulfilling to the best of their ability all information requests made by the Company. Any request from the media director of the club to the Company must be sent to news@euroleague.net.

97.2 Content requirements

- **ROSTER PICTURES:** Each club will have to send before one week prior to the start of the competition to news@euroleague.net and mediacommunication@euroleague.net high-quality pictures following the official briefing sent by the Company. The Company, EP and all participating clubs will have the right to use the photos on all their different platforms for promotional purposes and transfer them to all their partners for promotional purposes. The Company, EP, and its partners will also have the right to use said picture for commercial purposes.
- **PRONUNCIATION GUIDE:** An English pronunciation guide including the names of players, coaching staff, executive staff, teams and partners will be provided to television@euroleague.net and mediacommunication@euroleague.net at the beginning of the season. The club must update this guide every time a new player or coach is registered and whenever required by the Company.
- **NEW PLAYER:** When a club registers a new player or head/assistant coach, the club will have to send high-quality pictures as requested by the Company and the audio guide of the player/coach(es) within three days after the player/coach arrives at the city of the club and at least 24 hours prior to the player/coach's first registered game. When a player is registered at the last minute (the day before the Round at 18:00 CET according to these Regulations), the picture must be sent on the same day of registration or the next day at noon (CET) at the latest. Besides these basic pictures, the Company will be entitled to request pictures, interviews and recordings.
- **PRESS RELEASES:** All press releases generated by the Media Department of a club must be sent by email to

news@euroleague.net, in the original language and, if possible, with a summary in English. Whenever an announcement is not issued as press release, but made official through social media or other means, media directors must specifically inform the Company of the matter by contacting news@euroleague.net.

- **WEBSITE COOPERATION:** The clubs are required, when requested, to make available their own website content for use on EuroCup digital platforms by sharing directly and/or supplying translations, contacts and picture reprint rights, if necessary. Clubs are required to include content and picture reprint rights for republication on EuroCup digital platforms in any contracts with third-party content providers.
- **ROSTER STATUS:** Prior to the start of the season, no later than 30 June of each year, clubs will supply to the Company a list of players who are under contract at that moment for the following season.
- **ROSTER/INJURY UPDATE:** The day before each game by midnight, clubs will provide the Company with a provisional injury list of their roster categorising all registered players as Available, Questionable or Unavailable. Any player who has not travelled to an away game must be categorised as Unavailable. All roster updates may be made public by the Company on its digital and media platforms as part of the game preview information. An update will likewise be shared at least five hours before the tip-off of the game, in accordance with Article 10.9.
- **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 the Company 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 the Company's collaboration guidelines that concern them. All pre-season schedules and results will be supplied by the club to the Company 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 email to the Company 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) **Game Pictures:** All participating clubs will send or make available through their official website or FTP service at least 10 action photos (five of the home team and five of the visiting team) before the end of the second quarter of each home game to the Company (news@euroleague.net, socialmedia@euroleague.net and mediacommunication@euroleague.net) and to the visiting club. The Company, EP and the visiting club will have the right to use the photos on all their different platforms for promotional purposes and transfer them to all their partners for promotional purposes. The Company, EP, and its partners will also have the right to use said picture for commercial purposes.

  b) **Post-game quotes, coaches:** On each game day, one quote in English from each head coach at the post-game press conference will be forwarded immediately by the media director of the home club to the Company by email. An English audio file of coaches' comments is also acceptable, but it must be of good enough audio quality to be easily understood and, if not, it must be substituted by a written version upon request.

  c) **Post-game quotes, players:** On each game day, each club, whether playing home or away, will make available to the Company, no later than one hour after the end of the game, at least two player quotes in one of the following formats: email in English or voice file in English. If the visiting team does not travel with a member of its Media Department, the team delegate designated for communication with the Company must fulfil this requirement.

- **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 EuroCup games, for an 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 one player per season for a blog. Blogs will be published during the entire season, starting with the club's pre-season. Blogs may be written or recorded by the player or communicated to the media

director of the club, or a staff member of the Company. The Company reserves the right to edit all blogs as needed.

- **EUROCUP FINALS:** If requested, all EuroCup Finals clubs will make each and every player and coach available for an Interview, Chat, Video, Fan Mail, Player Poll, Podcast or similar feature that requires direct or telephone contact for conversation.

97.3 Audiovisual requirements

The clubs are required to help arrange in advance multiple video interviews of players, coaches and club staff at the request of the Company.

A minimum of two times per season, when requested, the clubs will arrange with club staff or local TV producers for digital video and/or TV quality content to be supplied at no cost to the Company.

The clubs must ensure players and head coaches availability for promotional recordings (interviews, quotes, etc.). The Company's Communications Department will coordinate these activities.

97.4 Official premium media partners

In addition to EuroCup digital platforms, the Company may designate official premium media partners in some territories.

The Company will provide the clubs with the list of these official premium media partners, which may be updated during the season.

Any petitions made by official premium media partners will be attended 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.

97.5 Club partners' access to audiovisual content

The title or naming or presenting partner and two main partners of the club plus four additional partners of the club (seven in total) may have access to audiovisual content related to the EuroCup according to the following specifications:

a) The clubs will be able to produce content for their title or naming or presenting partner and their two main partners plus four additional partners provided that:

- Only footage from games in which the club has participated may be used.
- The partner brand must be clearly linked to the club brand.
- The Company must approve the final content before it is published.
- The produced content may not exceed three minutes of length.
- The content produced may be published only on the club's official platforms.
- The club will pay the Company for any potential cost related to the production fee if applicable.
- The content produced by the clubs and/or its title must be different to any current content and/or content title created by the Company.

b) The original content provided by the Company may not be modified under any circumstance and will be used in its entirety, including any commercial brands integrated into the content pieces. No logos, images or additional elements may be added to the original content.

c) The club's partners with approved content access will be allowed to produce video commercials to be published on platforms other than those of the club including competition footage of the club (no more than 60 seconds). The club will pay the Company for any potential cost related to the production fee if applicable.

d) The seven club brands will respect the exclusive categories reserved for the EuroCup partners, as stipulated in Articles 75.1 and 77.1 of these Regulations.

No partners other than those mentioned in this article will have access to any audiovisual content related to the EuroCup.

In the case that there is no title or naming or presenting partner, the main partner of the club plus six additional partners of the club will have content access.

Article 98 Access to team practices for the media and pre-game press conference

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

98.2 **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. The Company recommends that the open practice on the day before each game should be the evening practice, 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.

98.3 **Visiting team**

a) **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.

b) **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.

98.4 The home club will send to the Company's Communications Department the schedule of both teams' practices, the 15-minute practice access for media and the pre-game press conference.

98.5 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.

98.6 A pre-game press conference with the head coach and a player from each team will be held in the arena press conference room, during the afternoon one day prior to the game.

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

Article 99 Recording, reproducing and sharing limitations

It is completely forbidden for all accredited media, except rights holders, to record, reproduce and/or share on any platform any footage inside the arena from 30 minutes before the tip-off time of the game until the end of the game. Any member of the media recording, reproducing and/or sharing on any platform footage recorded beyond the time limits stated above, will have their accreditation revoked for the rest of the event and the Company will evaluate revoking their accreditation for the rest of the season.

10 minutes after the end of the game, all accredited media will be allowed to record, reproduce and/or share footage in the mixed zone, the press conference room and, if they have the corresponding accreditation, in the locker rooms.

The media director of the home club will be responsible for ensuring that these practices are conducted according to the regulations stated above.

Article 100 Access to team locker rooms for the media

100.1 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 representative 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.

At that time, the IFPC will be entitled to access the winning team locker room on an exclusive basis to record/broadcast the head coach's post-game speech or the players' celebration.

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.

The first five minutes after the locker room has been opened are reserved for the rights holders. Once these five minutes have expired, the rest of the media accredited with access to the locker room will be allowed to enter.

100.2 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.

100.3 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 should 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 rights holders, one major daily newspaper, and one radio station allowed in the locker rooms of the home and visiting team after each game. The EuroCupbasketball.com 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 IFPC 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 IFPC 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 IFPC's camera may shoot up to three minutes with all the players inside the locker room, including the head coach's speech, without any interviews and always with the maximum respect for the players' usual routine.

Article 101 Post-game press conference

101.1 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.

Throughout the Regular Season, the media directors of the clubs are free to bring a player that had an outstanding performance during the game to the post-game press conference to attend the local and international media requests. Coaches and players may appear wearing team apparel.

In the Eighthfinals, Quarterfinals, Semifinals and Finals phases, one of the top performers of the winning team must attend the post-game press conference alongside with the head coach.

At all post-game press conferences, head coaches and players must begin their participation with an opening speech in English, followed by a second one in the local language if desired.

101.2 The coordination work for the correct functioning of the press conference and locker room policy will fall upon the media director of the home club.

101.3 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.

101.4 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.

101.5 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.

101.6 The post-game press conferences will be entirely broadcast live on YouTube or on any other platform that is free and accessible for users internationally and that stores the press conference at least until the end of the season, as approved by the Company. The URL address of the press conference will be sent to the Company (by email to mediacommunication@euroleague.net, news@euroleague.net and socialmedia@euroleague.net) no later than two days before the game.

The Company reserves the right to embed the press conferences on EuroCup digital platforms and on the website of the official premium media partner from each territory.

101.7 It is mandatory to use a static image when the stream starts, between coaches' appearances and at the end of the press conference.

Mobile phone recording in vertical orientation is not allowed. The camera frame must never exceed the official backdrop from any of the four edges.

The press conference coach will always be placed in the centre of the frame. If the coach, media director and/or interpreter are at the speakers table, they can all appear in the frame as long as prominence is provided to the coach.

The camera should be placed on a tripod to avoid any movement or vibration, providing total stability. The view of the camera may not be obstructed by any object or person.

The audio feed used on the stream should come directly from the table microphones.

Article 102 Disqualified head coach or player

If a head coach or player is disqualified or banned from participating in a game, he may not take part in the IFPC interviews, pre-game and post-game press conferences or any other official media activity on the occasion of the game. In the case of the head coach being disqualified, the assistant coach or the person replacing him during the game will meet any media activity obligations.

CHAPTER XIII

Digital Content Regulations

Article 103 Digital manager

103.1 The clubs are required to appoint a person responsible for the development, coordination and management of all the digital projects of the club and the EuroCup. Each club will inform the Euroleague Basketball office regarding the name and contact details of this person, who will be in direct contact with the Company's digital area staff.

103.2 The digital manager must be able to communicate fluently in English.

103.3 The first day of each month (from October to June), the digital manager of the club must send by email to digital@euroleague.net a full report related to all the digital activations. In particular, the report will need to include a full analysis of any EuroCup promotional campaign (related to Euroleague Basketball products or corporate initiatives) run on the digital platforms of the club, including social media platforms and website.

The Company will provide the clubs with a template to be completed.

103.4 The digital manager will be the main contact with the Company to discuss the affiliate programme conditions, coordinate the centrally managed digital advertisement inventory, tailor-made campaigns and content delivery of the club and the Company on social media and other platforms, as well as any other digital needs.

Article 104 Online requirements

104.1 The clubs must have an official website with information regarding the club, including:

- Name of the arena
- Team roster
- Calendar of EuroCup games
- Official address of the arena
- Official phone number of the club

- Official social media platforms
- Official ticket sales platform information

The website of the club, including its online ticket sales platform, must have an English language version.

The clubs must display on the home page of their website a link to the EuroCup website.

104.2 **Top Menu Bar:** The clubs must display on the home page of their website a top menu bar with all EuroCup clubs displayed and linked to their respective website. The bar must include two buttons, a first one linked to the EuroCup website and a second one linked to EuroLeague TV. The insertion of all the club logos and those of the EuroCup must follow the guidelines provided by the Company for this purpose.

104.3 The clubs must make available three commercial advertising inventories (website and mobile app banners) entirely customised with EuroCup marketing contents.

The inventories must be located on the home page of the clubs' website and mobile app (when available), and at least one of them must appear in the first scroll.

The specifications for the banners are the following:

Banner A and banner B: Two inventories will be managed by the clubs, and the Company will provide the creativities to be used for these spaces. The sizes will be chosen by the clubs and will be communicated to the Company no later than 31 August.

Banner C: The Company and EP will have full access to the inventory and will directly manage all the contents through IFrame technology. The inventory must have a size of 300×250 pixels for website and 320x50 pixels for mobile app.

104.4 The clubs must collaborate in all the Company's 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 105 **EuroLeague TV, fantasy games and Euroleague Basketball online merchandise platform promotion requirements**

The clubs must actively participate in the promotion of the Euroleague Basketball central digital products and services, including but not limited to EuroLeague TV, fantasy games and the

Euroleague Basketball online merchandise platform, throughout the entire season.

Affiliate programme: Each club must collaborate with the Company to advertise the products of EuroLeague TV and the Euroleague Basketball online merchandise platform. The parties will discuss in good faith all the details for this provision, which will include email campaigns to the club's databases, sales push on the club's platforms and editorial coverage to promote Euroleague Basketball products and services, among others.

Social media channels: the clubs must promote the affiliate programme products and services through all the social media channels that they manage (Twitter, Facebook, Instagram, YouTube, etc.). The promotions will be in the local language or in English according to the club's preference.

Additional website section: the clubs are required to insert on their website a permanent link to EuroLeague TV visible on the top of the page next to the EuroCup game schedule.

Article 106 Euroleague Basketball content video player

106.1 Should the Company decide to make available a Euroleague Basketball content video player, either through a licensed relationship or through an IP ownership, the Company will provide the clubs with the video player and the relevant instructions so that this player is embedded on their official website.

106.2 The clubs are required to use the Euroleague Basketball video player on all their official digital platforms, including their website and their mobile app, as their primary video player for Euroleague Basketball content. The Company must approve the placement of the video player in all sections.

106.3 This video player will only feature content related to Euroleague Basketball. Each club will be provided with access to a management tool to have editorial control on the videos that are shown in a prominent way, according to their importance for the club's audience, as decided by the club.

106.4 The Company and EP will monetise all the contents shown in the video player through advertising and partnership.

Article 107 Players' access to social media contents

The clubs must collaborate with the Company to facilitate all the social media initiatives that involve players, including the

implementation process of digital platforms to connect directly the Company with players, as well as any other activities that will be run throughout the season.

Article 108 Social Media Regulations

108.1 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.

108.2 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 referees, the Company and its staff members and any other entities related to the EuroLeague and/or the EuroCup.

108.3 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. The clubs are also obliged to monitor their respective fanbase online content and will internally report and manage any inappropriate social media content, and follow the respect protocol as per Article 108.2.

108.4 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. The Company is permitted to contact players, with the approval of media directors, regarding the use of new social media channels and tools in the best interests of both parties.

108.5 Brand

It is not allowed to modify the logos, name or image of the EuroLeague, the EuroCup and/or their partners, including but not limited to, deforming hashtags or the communications of the competitions (e.g. #idontfeeldevotion).

108.6 Promotion of activities

108.6.1 The Company organises contests or marketing activations with merchandise gifts that 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 Basketball products.

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

The clubs will prevent their staff, including players and coaches, from performing these actions.

108.7 Audiovisual content

The Company may request the clubs to record short videos featuring players, to be used for Euroleague Basketball social media, including but not limited to, short promotional videos, occasional live streaming and video blogs.

In addition, the Company will have the option to conduct at least three special social media activities with players or coaches from each team. The Finals activities are not included in this count.

108.8 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 all the 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.

The digital manager of the club will provide the Company with a full list of the club's and players' accounts for each social media platform. In case of any changes during the season, the club will inform the Company by email attaching the new updated list.

108.9 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.

108.10 Social media positions

The home club must provide either a seated position next to the photographer's seat or a courtside position with full court visibility to the Company's social media representative.

This position will also be available to the social media representative of both clubs. The Company and the visiting club will inform the media director of the home club at least seven days in advance on whether they intend to use this position.

CHAPTER XIV

Audiovisual Regulations

Article 109 Definitions

For the purpose of these Regulations, and specifically for the provisions of this chapter, the applicable definitions of terms are the following:

a) "International feed production company" (hereinafter "IFPC"): any company in charge of the TV production of the EuroCup games or any other events organised by EP, being either an external production company hired by EP or any host broadcaster or rights holder.

b) "Rights holder": any broadcaster or agency that has acquired the audiovisual rights of the EuroCup.

c) "Home team rights holder": any rights holder that has acquired the audiovisual rights from the home team's territory.

d) "Visiting team rights holder": any rights holder that has acquired the audiovisual rights from the visiting team's territory.

e) "Rights holders of the two participating teams": those rights holders that have acquired the audiovisual rights of the two teams participating in a game.

Article 110 TV, mobile and internet rights

EP is the exclusive and sole owner of any and all present or future audiovisual rights for the EuroCup competition worldwide and can enter into sublicense or exploitation agreements with any third party.

EP will be entitled to assign, grant, license or transfer the audiovisual rights to any third party, exclusively or not, and under the terms and conditions that it deems appropriate, without obtaining the prior consent of the club for this purpose.

In no case will the clubs be allowed to stream the footage of the entire game in a rerun or delay basis on any social media, TV channel website or the club's website. In this regard, the club is only entitled to publish a maximum of 90 seconds from each single game on these

platforms using footage of the official highlights provided by the Company without any modification.

Article 111 Audiovisual rights and footage

111.1 At the beginning of each season, EP will determine the rights holders.

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.

111.2 EP 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 EP after consultation with the clubs.

111.3 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 EP.

111.4 All media (including TV broadcasters) associated directly with the clubs will be considered as non-rights holders as detailed in the EuroCup 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 EP.

Notwithstanding the above, during the season the Company will distribute the selected footage related to the games, free of charge and through an online platform, to the official digital platforms (website, applications, social media) of the clubs that formally request this service, for use only by those platforms. The footage to be distributed will vary in each country and territory depending on the existing rights holders contracts and exclusive categories.

111.5 Clubs will be allowed to stream live the pre-game and the post-game shows only on their own digital platforms including their official websites and their social media channels.

In no case will the clubs be allowed to broadcast or stream any live footage of the game within the period comprised between tip-off and the end of the game. Any stream must be stopped before tip-off and may only be resumed after the final buzzer on the understanding that no game action is allowed.

Clubs will not be allowed to use the live international feed produced by the IFPC.

If the clubs require using footage from previous games from the season, they will inform the Company in advance for approval according to the existing broadcast agreements in each territory.

A commercial brand may be included in each pre-game and post-game show. This brand will be the same across the season (one for pre-game and one for post-game, or the same brand for both). These commercial brands cannot imply that they are associated with or endorsed by the EuroCup, the broadcast or the broadcaster themselves.

In the event that the club makes use of this right, it must inform the Company in advance and provide details on the format, platform and commercial brand.

Article 112 Club duties in relation to game broadcasting

112.1 The home club will provide the IFPC and the TV rights holders with personalisation facilities including a parking area to accommodate the OB van, the satellite uplink truck and power generators. If requested by the Company, the home club will provide a parking area for additional vehicles. This TV compound must be provided on the arena floor level, on the same side of the arena as the main TV cameras.

The TV compound area must have adequate power (minimum of 3000 amp; 3 phase), the exact specifications of which will be determined by the IFPC or the Company, which must inform the home club. All costs relating to the primary power – hook-up, use, disconnect – must be covered by the arena or the home club.

Access to each game venue, for the IFPC and any rights holder with personalisation facilities will be provided free of charge beginning 24 hours prior to each game. There will be no fee or facility charge whatsoever for the provision of access for the IFPC and any rights holder with personalisation facilities 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 (should there be any fees or charges, these must be paid solely by the home club). In addition, there will be no fee for power, backup power, arena lighting, water, use of pre-wired cables or other supplies necessary to ensure a high-quality TV production as provided herein.

112.2 The home club will provide the TV compound area with one dedicated symmetrical high bandwidth internet connection with download and upload speeds of at least 10Mbps.

112.3 Only the IFPC's cameras will be permitted to shoot the time-outs and intervals of play between quarters with audio and video during games. No other cameras will be permitted in the team bench area, except when authorised by the Company.

112.4 All camera positions will have a clean unobstructed image directly to the playing court. 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 up to five video cameras. In the event that the arena does not provide an acceptable location for these cameras, it is the responsibility of the club to provide a platform and the optimum location for these cameras for the integrity of the TV product.

112.5 The clubs will fully cooperate in helping the IFPC place TV cameras included in its camera plan (see Graphic 14 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 backstop units) and place microphones for the International Feed (see Graphic 16). The clubs will always help find the best location available for both the required and optional cameras that the IFPC may opt to use.

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.

In addition, and apart from what is established for the IFPC, the clubs will cooperate to place any camera from the Company, any rights holder or any other partner as requested by the Company.

112.6 Of all possible commentary positions for home team and visiting team rights holders installed in each venue, at least four positions (with a total of eight seats) will be provided at the lowest level of the seating area behind the courtside seats, with good visibility of the playing court, 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. In this case, the commentary positions will be located in a slightly elevated seating area behind the courtside seats with an unobstructed view.

112.7 All commentary positions must be equipped with a dedicated high bandwidth internet connection with download and upload speeds of at least 10Mbps, with one Ethernet cable for every two seats.

112.8 The clubs will be responsible for providing a telephone operator and an appropriate service to set up a commentary position including dedicated internet lines inside the arena, at their expense.

112.9 The Company will provide a unified and standard protocol to synchronise the game clock and the shot clock and additional game clock with the TV graphics. The clubs must be responsible for guaranteeing that their timer makes the necessary changes and arrangements to follow the mentioned standard protocol.

112.10 When required, the clubs must provide the Company and EP with a quiet room inside the arena with an adequate and minimum space to hold meetings and interviews the day before the game and the game day.

Article 113 Club obligations in relation to editorial contents

The footage shot inside the arena on the occasion of all EuroCup games will be the following:

113.1 **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 100.3.

b) The IFPC may shoot the following head coaches' speeches in the locker rooms:

- Three minutes during pre-game time.
- One minute during post-game time.

The footage will not be broadcast live but may be included in the broadcast of each game.

c) Time-outs: The IFPC will be able to record audio and video from all time-outs during the game, when so decided by the IFPC, and to air it live. Team members must not intentionally block the view of the cameras.

Every head coach will hold a wild card available in every game that can be used to prevent one time-out in every game from being recorded and/or aired live. If desired, the head coach or the team manager will need to warn the Euroleague Basketball delegate that one given time-out cannot be recorded/aired. Once the wild card has been used, the head coach will not be able to prevent any other time-out from being recorded/aired.

113.2 **MICROPHONES ON PLAYERS AND HEAD COACHES:**

The Company can request players and head coaches to wear a microphone during any games of the competition, subject to prior approval of the club and the individual player or head coach in question, which will not be unreasonably withheld or delayed.

If the use of the microphone is approved, there should be a pocket incorporated into the uniform design to accommodate it. For those selected players, clubs will need to deliver to the broadcaster two uniforms at least two weeks before the game to clip the microphone. The pocket and microphone will be placed on the opposite side of the shooting hand and shall in no way cause an inconvenience to the player.

In the case that the uniform is damaged during the game, the player will wear the second uniform, where the microphone will be clipped by the broadcaster during half-time or during an agreed moment in between quarters.

Any audio recordings may only be used after editing and not during the live broadcast. The broadcast's audio recording may include tactical conversations between players and head coaches and will avoid derogatory language. Any footage produced in the final audio edit will be subject to the prior approval of the club and the individual player or head coach in question for its release.

Article 114 Interviews by the IFPC on the occasion of games

114.1 **PRE-GAME:** Each head coach will be available for a flash interview just after the IFPC has finished the recording of the team's arrival at the locker room. This interview will take place in the mixed zone in front of a branded backdrop.

A player of each team available for a flash interview just after the IFPC has finished the recording of the team's arrival at the locker room. This interview will take place in the mixed zone in front of a branded backdrop.

114.2 **HALF-TIME:** One player from each team who has participated in the first half of the game will be available at the end of the second quarter for an on-court flash interview. These players will be free to go back to their respective locker room when the half-time countdown on the game clock reaches 14:00.

Each head coach will be available for the on-court flash interview between four minutes and two minutes prior to the start of the third quarter of the game at his team bench area. In the case that both coaches are available on the playing court and arrive at the same

time, the head coach of the visiting team will be interviewed first and the head coach of the home team right afterwards.

These players' and head coaches' interviews will not be in front of any branded backdrop.

114.3 **POST-GAME:** The head coach of the losing team, the Player of the Game (determined by the Company) and the head coach of the winning team (following this order) will be available for flash interviews (up to one minute) immediately after the end of the game in the TV interview area (flash zone or mixed zone). For this purpose, when the game is finished they must go straight to the TV interview area.

In addition to the Player of the Game, the IFPC may request another player for the post-game reactions, who must also be available for a flash interview.

CHAPTER XV

Statistics

Article 115 Unified scorers

115.1 The unified scorers crew will consist of the data entry scorer, timer, shot clock operator, caller 1 and caller 2.

115.2 Each club will register through the Euroleague Basketball registration platform a maximum of 10 unified scorers that will work at EuroCup games during the entire season no later than 31 August, specifying which role(s) they will perform.

115.3 The minimum age to be registered as a unified scorer is 16. In case of minors, the unified scorer will provide an authorisation of their parent/legal guardian.

115.4 When registering the unified scorers, the club will indicate the primary unified scorers and the backup unified scorers for each role, detailing the individual email address of each member.

The unified scorers must pass an evaluation test implemented by the Company and adapted to each of the roles before the start of the competition. The Company may establish in-season workshops that the unified scorers must complete.

115.5 Each club will make sure that the unified scorers are nominated for its home games, that they are of the required standard and that they speak English fluently. The club will be responsible for their performance and behaviour. 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.

115.6 The list of five unified scorers nominated for each game must be notified through the Euroleague Basketball registration platform 48 hours before the start of each game.

115.7 The unified scorers will hold a pre-game meeting with the referees in the referees or unified scorers locker room, led by the crew chief.

The Company will determine the members of the unified scorers crew that must attend the Unified Scorers Workshop and/or any other meetings they are called to.

115.8 The unified scorers will have to strictly follow the Unified Scorers Manual for Euroleague Basketball Competitions enclosed as Appendix III, as well as the FIBA Official Basketball Statisticians' Manual. The Company may establish additional criteria and data that have to be gathered in the digital scoresheet of each game.

115.9 The clubs will distribute the statistics to the media immediately following the end of each quarter of the game and overtimes if any.

115.10 In all games the unified scorers 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 unified scorers may not wear sports apparel.

115.11 The use of headphones is not allowed for the unified scorers.

Article 116 Digital scoresheet and technical equipment

The scoresheet will be prepared and completed electronically. A digital scoresheet software will be provided by the Company and used by the officiating crew in all games. The clubs will provide the hardware and other equipment as specified in Article 40.

The clubs must follow the Euroleague Basketball Digital Scoresheet Manual that will be provided by the Company before the start of the competition.

Article 117 Use of the live statistics

117.1 The clubs may use at no cost, except for the reimbursement of the Company's direct out-of-pocket costs (if any), the live statistics of the EuroCup games of the season as provided by the Company's official games live statistics provider for informational purposes only.

117.2 This authorisation is valid under the following terms and conditions:

a) The live statistics of the EuroCup games must be used as provided, without being altered or modified in any way.

b) The produced material containing the live statistics of the EuroCup games (if any) may not have a commercial use under any circumstances and may be distributed on the club's official platforms for informational purposes only.

c) All use of the live statistics of the EuroCup games will be directly related and connected to the EuroCup, and the club will refrain from making any use that may damage the image of the Euroleague Basketball competitions or any of their participating clubs, in which case the club will be solely liable.

The Company has the right to withdraw this permission (in its entirety or on specific platforms) at any time and at its own discretion without the club being entitled to claim for any type of compensation.

CHAPTER XVI

Business Strategy & Club Services

Article 118 Ticketing and attendance

118.1 Prior to the start of each season and no later than 31 July, the clubs must submit to the Euroleague Basketball office a colour-coded seating map that illustrates the scaled categorisation of the arena for all EuroCup and domestic competitions home games.

a) The club must submit a detailed breakdown of all the ticketing products (e.g. season tickets, mini-plans, group tickets, single-game tickets and premium tickets) that it offers during the season, including their individual prices.

b) If the club uses a variable pricing strategy, it will also submit the breakdown of the prices for each game category.

c) 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.

d) The club will also submit the following information regarding:

- The owner and management of the arena.
- The content (in English) of the agreements between the club and the owner and/or managing company of the arena for the use of the arena in the event that the arena is not owned by the club.
- The ticketing provider of the club.
- A copy of the agreement between the club and the ticketing provider.
- URL of the ticket sales website.

118.2 The clubs must provide the Euroleague Basketball office with the digital version of all media, marketing and business materials that are utilised in the course of their business.

118.3 During the course of each season, the clubs must submit to the Euroleague Basketball office the following information regarding the ticketing performance for their home games:

- Arena capacity prior to each home game (if modified).
- Attendance data after each home game.

- Gate revenue data on predetermined dates of the season (season start, mid-season, end of season).

118.4 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.

118.5 The 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 about the participating clubs on a confidential basis for purposes of internal analysis and in the form of aggregated data. The Company may not release sensitive data to any third party, including third parties that have contracts with the Company and/or EP.

118.6 In order to comply with the contractual or institutional commitments of the Company, the clubs will be obliged to provide the Company for each of their home games with up to 50 complimentary tickets during the entire season. The Company will confirm its need for these tickets seven days in advance of the game.

These tickets will be in a preferential area of the sideline seats of the lower seating area, located in a safe seating area, close to the playing court and providing a good visibility of the game. These tickets will be distributed at the Company's sole discretion.

118.7 Each club will reserve a minimum of 50 tickets at the regular selling price for the visiting team fans, with the following breakdown:

- 30 low category general public tickets
- 20 high category general public tickets

The visiting club must confirm its needs to the home club at least 10 days in advance during the Regular Season and elimination rounds (or if the elimination rounds game is announced within a shorter period, the day the game is confirmed). Should any security restriction be imposed, this must be communicated within the shortest delay, granting the right to a full refund of the price paid for the tickets.

118.8 The clubs will provide the Company with electronic tickets. If a club cannot provide electronic tickets, ticket collection arrangements will be made between the Company and the club. All tickets requested by the Company and provided in an electronic format must be sent at least 24 hours prior to the start of the game.

118.9 Prior to the start of the competition and no later than 31 August, the clubs must submit to the Company at least one map detailing the access points to the arena, the location of the VIP hospitality area(s) and showing the seating areas in which the Company's guests will be seated, for approval.

Article 119 Fan data

119.1 The clubs must ensure that they have obtained the relevant consent to transfer the personal data from their fan database to Euroleague Ventures S.A. to be used with the same purpose of Euroleague Ventures S.A., which is to inform fans about products, services, news, raffles, sweepstakes and contests of all types and events of Euroleague Basketball and its partners and receive commercial communications from Euroleague Basketball and the EuroCup partners.

The clubs must require at least the fields of name, surname, email address, date of birth and country of residence from any user in a sign in process to any club's platform. Any other additional field may be included according to the club's preference.

119.2 In addition, on specific request, the clubs will be required to cooperate with the Company to implement tracking tags on club-owned online platforms and share behavioural data of fans with the Company and/or EP.

Article 120 Commercial Information

120.1 The clubs must provide the Company with commercial information throughout the season for the purposes of analysis, business metrics and giving feedback or advice to the clubs.

a) This information will be requested and reported through a dedicated platform provided by the Company. Each club will have access to a section where they can analyse their own data. The commercial information and metrics demanded will include but will not be limited to:

- Ticket and Premium Seating sales
- Attendance
- Partnerships

b) The non-fulfilment of the obligation to share the requested information may lead to disciplinary actions carried out by the Company.

c) The Company may appoint a third party to carry out auditing processes should the information provided not be considered reliable.

d) All commercial information collected from the clubs may be used for the elaboration of benchmark and ranking analyses. The 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 about the participating clubs on a confidential basis for purposes of internal analysis and in the form of aggregated data. The Company may not release sensitive data to any third party, including third parties that have contracts with the Company and/or EP.

120.2 The clubs holding multi-season licences are required to present a three-year Strategic Business Plan, precisely describing the actions that their club will implement, together with a detailed associated pro-forma (line-item revenues, line-item expenses and line-item profit projections), with the objective of generating revenue growth, decreasing shareholder and/or public subsidy and, ultimately, achieving profitability.

a) The Strategic Business Plan will be updated and submitted annually, no later than 30 November, throughout the term of the club's licence.

b) The Strategic Business Plan will address all revenue generation areas, including but not limited to season tickets (general public and premium seating), group tickets, mini-plans or partial season tickets (general public and premium seating), single-game tickets, apparel, shirt partnership, digital partnerships, other partnerships, database monetisation, social media monetisation, activations (such as consumer promotions, sweepstakes, contests, in-arena displays, etc.) communications, branding, food and beverage and merchandising.

c) The Strategic Business Plan will be submitted to the Company for review by the stated deadline, and individual follow-up meetings or video conferences will be held starting in January for the Business Strategy & Club Services Department to provide specific recommendations.

CHAPTER XVII

Other Obligations of the Clubs

Article 121 Internal organisation

The clubs must have an organisational structure that in addition to the team area includes the following distinct positions, held by different individuals in a full-time capacity, except for the Security Manager:

- General Manager
- Chief Business Officer
- Marketing Director
- Sponsorship Director
- Sports Director
- Finance Director
- Media Director
- Ticket Sales Director
- Security Manager (in a full-time, part-time or adviser position)
- Digital Manager

The individuals holding the aforementioned positions must be able to communicate fluently in English.

The clubs will inform the Company regarding the name of the person occupying each position when registering the club in the competition, and will notify the Company of any change in the management positions during the season within two days of the change taking place.

The club will also provide the Company with an organisation chart with names and official job titles for every single person working in the club no later than 30 September.

Article 122 Practices and other games

122.1 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. A member of the home club staff will be present at the arena during visiting team practices.

122.2 If available at the arena, the clubs will put their weight room at the disposal of the visiting team.

122.3 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 be located in the same city where the game will be played and 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. A member of the home club staff will be present at the arena during visiting team practices.

122.4 A reduced number of IFPC personnel will have access at any time of the game day for TV set-up purposes, excluding visiting team morning official practices.

122.5 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. The clubs must comply with the request from the host broadcaster and the rights holders, when applicable, to gain access to their commentary positions no later than two hours prior to each game.

122.6 For all visiting team practices the home club must provide the game clock, shot clocks and additional game clocks and the respective consoles.

122.7 Under no circumstances will other games, practices or activities take place on the same playing court the day of the game.

122.8 Any activity to be implemented for the preparation of the game, even those included in the security plan, must be scheduled so that the teams' practices are preserved and the broadcasting set-up can be carried out in the appropriate conditions. The club will inform the IFPC when the bomb sweep will be implemented and its duration at least the day before the game in the morning.

122.9 Once the practice open to media finishes, the team practices may neither be recorded nor watched by any person not authorised by the respective team. All non-essential closed-circuit television cameras will also be turned off during the visiting team practices.

Article 123 Team attendants

Four team attendant rebounders per team must be minimum 14 years old and available for each team 90 minutes pre-game as well as during half-time to rebound and pass the ball to the players.

Team attendant sweepers must be minimum 18 years old. One team attendant sweeper will be sat adjacent to the escape lane at each backstop unit, using mops and/or towels to wipe the playing court anytime sweat, water or any other liquid falls on it. This includes when the ball is in play at the opposite basket, always watching the play to leave the playing court immediately if necessary.

Article 124 Shoe grip traction boards

In the case that the teams use shoe grip traction boards, their background must be the same Pantone colour as the area delimited by the further boundary line; otherwise, they must be placed off the playing court area. Towels are not allowed to be used for the same purpose as the shoe grip traction boards.

Article 125 Technology

125.1 The use of any electronic device that receives any type of signal during the game in the team bench area for coaching purposes is prohibited. These devices include TV monitoring, replay, computers, tablets, mobile phones and smart watches, among others. Clubs are prohibited from using these devices anywhere outside the team bench area and then communicating information to the players, coaching staff or team followers during the game.

125.2 Only wearable technology that has been previously authorised and validated by the Company as part of a EuroCup-wide business initiative, always on a trial basis, may be used by players in games.

Article 126 Visiting team liaison

The home club must provide a fluent English and local language speaking liaison for the visiting team in the airport, hotel and arena.

Article 127 Recording of the game

127.1 The home club must provide five USB Flash Drive (MP4format) copies with a recording of the international feed 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 referee coach.

127.2 The clubs will request authorisation from the Company for the use of any camera to record the game. If granted, the home club will authorise access to the main TV platform of the arena.

Article 128 Entertainment

The game entertainment staff and the performers 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. including but not limited to during playing time and/or free throws.

The use of smoke or pyrotechnics is not allowed inside the arena, not even during the team presentation, unless authorized by the Company.

Flying devices are only permitted during pre-game, time-outs, intervals of play between quarters and post-game when no player is on the playing court. These objects are not allowed in the two minutes prior to the beginning of the game and in the third quarter, nor within the first minute after the end of the game. When not flying, they must be placed outside the TV cameras coverage. These devices must not affect the broadcast of the game.

Article 129 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.

The abbreviated name of the team as approved by the Company will be used in the score graphics on the TV broadcast; the entire name of the title or naming or presenting partner may be added to the club/city only in the case that it fits in the maximum number of characters available.

Article 130 Entry visa application

130.1 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.

130.2 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 team has applied.

Article 131 Duty of the clubs to provide information

131.1 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 Friday before the trip at the latest.

The visiting club will inform the home club in advance of the identity of the travel party, for the latter to be properly identified, accredited or seated for the game.

Article 132 Company equipment maintenance

132.1 The clubs must maintain in a good condition any equipment provided by the Company for a minimum of seasons defined previously by the Company. 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.

132.2 Should a club lose the right to participate in the EuroCup for 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 at the club's expense.

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

Article 133 Other events or games

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.

Article 134 Meetings

It is compulsory that the club members attend the meetings and any other events to which they are called to attend.

The team captain and a senior alternate player representative will be appointed by the club, with the players accepting the appointment in writing. These two players will be the Company liaison with regard to player communications.

Article 135 Club cooperation

135.1 Clubs and their players and coaches must cooperate with the Company and EP in any action aimed at improving the competition.

135.2 A minimum of two players from the home team should attend the VIP room designated by the club VIP room after each home game for a Meet & Greet session with the VIP fans. The players should arrive to the designated VIP room within 30 minutes after the end of the game. The Meet & Greet session should last a minimum of 15 minutes.

The home club should be responsible for the rotation of players in order to ensure that all of them go through this process.

Article 136 Club agreements

136.1 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 EuroCup 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."

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

Article 137 Confidentiality

The clubs and their staff are bound by a duty of confidentiality, and therefore they are 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 EuroCup and/or any person related to any of them unless duly authorised by the Company.

CHAPTER XVIII

Referees

Article 138 Referees

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

Article 139 Referee coaches

The club will provide the referee coaches with an accreditation to access the referees locker room as well as a seat within the media in-arena seating area.

CHAPTER XIX

Euroleague Basketball Representation

Article 140 Accreditations

The Company has the right to request the delivery of accreditations to all of its staff members, representatives and Euroleague Basketball delegates who are required to attend the games. These accreditations will allow admittance to all areas of the arenas. The home club will be responsible for delivering them for each game.

Article 141 Representatives

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

Article 142 Euroleague Basketball delegate

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

CHAPTER XX

Code of Conduct

Article 143 Euroleague Basketball In-Arena Code of Conduct

143.1 The compliance of the Euroleague Basketball In-Arena Code of Conduct included as Appendix VI is compulsory for all EuroLeague games.

143.2 Clubs may add in the Euroleague Basketball In-Arena Code of Conduct any provision applying specifically in their arenas, which in no case may contradict those already established. The Company must be informed of any additional provision that the clubs may add.

143.3 Clubs will be responsible for the implementation of the Euroleague Basketball In-Arena Code of Conduct, for any related infringement committed by any person in the arena, and for taking the necessary measures to ensure the compliance with this code.

143.4 Clubs must inform all individuals in the arena about the Euroleague Basketball In-Arena Code of Conduct before selling them any kind of ticket or providing them with an accreditation, and upon their entrance to the arena.

143.5 Clubs must inform all individuals in the arena about the possibility for them to notify the home club of any infringements to the Euroleague Basketball In-Arena Code of Conduct through the online Code of Conduct Reporting Hub (http://inform.euroleague.net/en/).

143.6 Clubs have the obligation to cooperate in identifying breaches of the Euroleague Basketball In-Arena Code of Conduct and report them to the Company within 48 hours following the end of the game.

CHAPTER XXI

Doping Control

Article 144 General rules

All players registered in the EuroCup 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 145 Applicable rules

145.1 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.

The home club must provide three chaperones for each game to assist the doping control officer. Chaperones must be able to communicate fluently in English.

145.2 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.

CHAPTER XXII

Financial Regulations

Article 146 Responsibilities of the clubs

146.1 Each club will be responsible for its own travelling and accommodation expenses derived from its participation in the EuroCup.

146.2 The home club will receive all the revenues generated on the occasion of the EuroCup games in its arena, except those revenues whose management could fall upon the Company according to the resolutions of the Company.

146.3 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 unified scorers. The Company recommends a minimum fee of 100 euros per game and individual.

146.4 The officials and Euroleague Basketball delegates fees and expenses derived from travelling and accommodation, as well as any other expenses approved by the Company, will be paid by EP in accordance with what is set forth in the EuroCup Administrative Procedure Regulations.

Article 147 Audiovisual and marketing rights

The commercial exploitation of the audiovisual and marketing rights of the EuroCup games is the responsibility of EP. EP will determine the system for their commercialisation.

Article 148 EuroCup Financial Stability and Fair Play Regulations

The clubs must meet the EuroCup Financial Stability and Fair Play Regulations (Appendix III to the EuroCup Club Licensing Rules) and submit to the Company all the documentation required therein, in accordance with the stipulations and deadlines specified.

CHAPTER XXIII

Communications

Article 149 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 clubs will have 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 104.

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 150 Original documents

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

Article 151 Language

The official language of the EuroCup 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.

CHAPTER XXIV

Key Dates

Article 152 Key dates

The following list summarises the main deadlines included throughout the EuroCup Bylaws with regard to the administration of the EuroCup:

15 June	Clubs submit the documents for their registration
1 July	Season begins
15 July	Clubs provide digital designs of the playing uniforms and warm-up shirts
31 July	Clubs confirm official team logos and provide all the respective digital logo files Clubs confirm technical specifications of the electronic advertising platforms Clubs provide colour-coded seating map to Company Clubs provide the contract with the owner/management of the arena Clubs provide the contract with the ticketing provider
31 August	Unified scorers registered Clubs provide digital design of the playing court Clubs submit the designs and mockups related to courtside advertising and arena advertising Clubs provide web banner technical specifications to Company Clubs provide access map for guests
9 September	Minimum 10 players registered Registration of coaches and team followers Clubs provide branding proposal for team locker rooms and teams' arrival area
15 September	Clubs provide list of partners to Company
30 days before the start of the competition	Clubs provide all samples of the playing uniforms and warm-up shirts to Company
20 days before the start of the competition	Clubs provide safety and security plan and evacuation plan

23 September	Minimum 13 players and all team members registered Maximum list of 20 players per season starts counting
1 October	Clubs provide their One Team programme
30 November	Clubs holding multi-season licences submit the Strategic Business Plan
8 December (Round 10)	Last deregistration date for players previously registered in the EuroCup to be eligible to register for another EuroCup club
13 January (Round 14)	New player registration deadline
15 March	Clubs provide list of partners to Company
1 May	Clubs provide global results of the One Team associated measuring and evaluation process
30 April	Clubs submit registration documents for next season's participation (the Company may set a later date).
30 June	Clubs provide list of players under contract for following season to Company End of season

In case of discrepancy in some dates, the deadlines established in the previous chapters will prevail.

CHAPTER XXV

Unforeseen Circumstances

Article 153 Unforeseen circumstances

153.1 Any matters not provided for in these Regulations, such as cases of force majeure, will be decided by the Euroleague Basketball CEO. These decisions are to be ratified by the governing bodies of the Euroleague Basketball competitions.

ADDITIONAL PROVISION

Exhibition, Preparation or Friendly Games

1. The Company and/or EP may establish those exhibition, preparation or friendly games in which the participation of EuroCup 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 EuroCup 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 clubs receiving any proposal from non-European organisations 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, their players and/or coaches 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, partnership (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 the Company and/or EP and this third party.

TRANSITORY PROVISION
Team Uniforms (only for the 2025-26 season)

Exceptionally, during the 2025-26 season, the clubs are authorised to produce modified playing uniforms and warm-up shirts with altered positions of the club logo and the manufacturer logo as described in Graphic 1b, Graphic 1c, Graphic 4b and Graphic 4c.

FINAL PROVISION

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

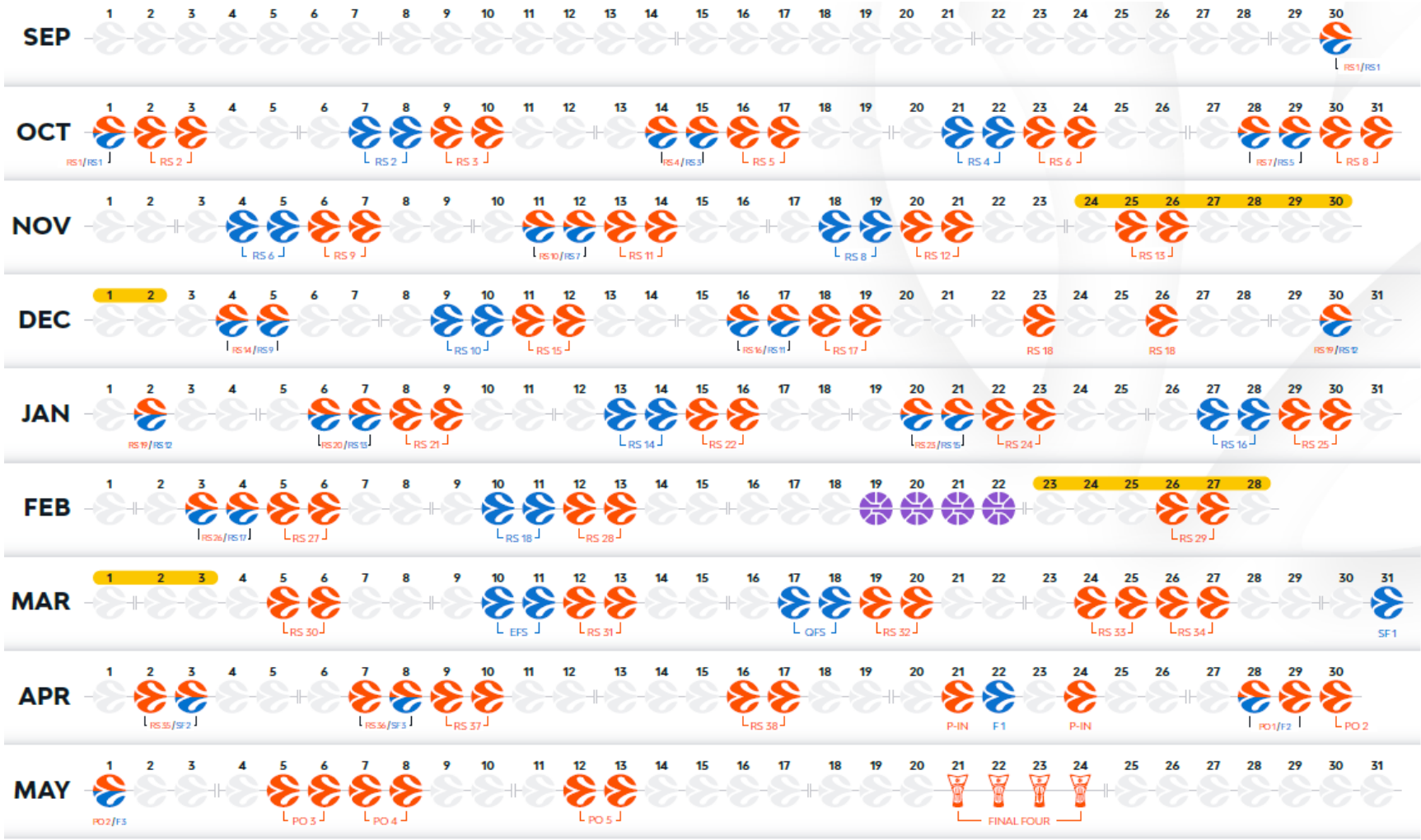
APPENDICES

APPENDIX I

SEASON CALENDAR

APPENDIX I

SEASON CALENDAR



EC GAME
EL GAME
DOMESTIC CUPS
FIBA WINDOW

EL & EC GAME
RS: REGULAR SEASON

EFS: EIGHTHFINALS
QFS: QUARTERFINALS

SF: SEMIFINALS
F: FINALS

P-IN: PLAY-IN SHOWDOWN
PO: PLAYOFFS

APPENDIX II

APPENDIX TO THE CONTRACT BETWEEN THE CLUB AND THE PLAYER/COACH

APPENDIX II

APPENDIX TO THE CONTRACT BETWEEN THE CLUB

AND THE PLAYER/COACH REQUIRED FOR PARTICIPATING

IN EUROLEAGUE BASKETBALL COMPETITIONS

1. This document is an appendix to the employment contract dated _____ ("Employment Contract") as player/coach between the club _____ ("Club") and _____ ("Individual") and their signature is required for participating in the EuroLeague and EuroCup competitions ("Euroleague Basketball competitions"), administered and organised by Euroleague Ventures S.A., Euroleague Properties S.A. and/or the company that they may appoint (jointly and severally referred to as the "Companies").

2. The Individual accepts to play/coach basketball for the Club during the term of the Employment Contract in accordance with the Bylaws of the Euroleague Basketball competitions, as amended from time to time, which the Individual declares to know and accept. In particular, the Individual agrees to the following:

a) Participate in official and/or exhibition games, events and/or promotional activities organised or conducted by the Companies.

b) Be available for a minimum of six individual or group appearances per season (besides any request made by the Companies during the EuroLeague Final Four or the EuroCup Finals) on behalf of the Companies for the purposes of promoting Sustainability programmes (social and environmental), commercial activities, partnerships and media relations of the Euroleague Basketball competitions or for such other purposes as the Companies may determine at their reasonable discretion.

c) Make themselves available for interviews by media representatives 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 Companies, unless serious reasons prevent them from doing it.

d) Comply with all the Rules and Regulations of the Euroleague Basketball competitions, including anti-doping regulations and the Disciplinary Code, and in particular those related to match-fixing.

e) Allow the Companies and/or their respective partners to take pictures and audio and video footage of them, during games or practices, including warm-up periods and going to and from the locker room to the playing court, or posing, as necessary, alone or together with others, for still photographs, motion pictures, internet, video games (including footage, avatars and sprites), TV or any other form of media whether presently known or unknown, at such times as the Companies may designate in connection with the Euroleague Basketball competitions. These pictures and audio and video footage may be used in any manner desired by either the Companies or their respective partners only for commercial, advertising and promotional purposes. The rights in these pictures and audio and video footage will belong to the Companies as their interests may appear.

f) Transfer their image rights [including all rights for the name, nickname, initials, signature, number, image, likeness (photograph, caricature, etc), voice, personal or biographical data or any combination, reproduction or simulation thereof)] to the Club and the Companies and grant them the possibility of transferring these rights to third parties for the commercial, advertising and promotional purposes established in the Contract signed between the Club and Euroleague Properties S.A., provided that the image rights of the Individual appear linked to the Club, including wearing the Club's apparel and footwear or participating in any of the events organised by the Club or by the Companies, and provided that these events are related to the Euroleague Basketball competitions or other events organised by the Companies. other than to imply a direct endorsement by the Individual of a product or service (other than the Euroleague Basketball Competitions and/or their official partners).

3. The Individual expressly guarantees and acknowledges that all the above rights granted under Clause 2 are assigned without further compensation to that established in the Employment Contract.

4. The Club and the Individual confirm that there exists no other payment or compensation, apart from the gross remuneration established in the Employment Contract, for any activity related to the professional performance of the Individual as a basketball player/coach for the Club, be it a direct or indirect payment or compensation from the Club or any third party that generates revenues and/or renders services for the Club and/or incurs costs in respect of basketball activities (irrespective of whether this third party is included or not in the Club's legal structure).

5. The Individual warrants and undertakes to the Club, for the benefit of the Club and the Euroleague Basketball competitions, as well as their partners and affiliates, that (1) this appendix does not conflict with and does not and

will not constitute a breach of any other contract, agreement or undertaking to which the Individual is or may become a party and that the Individual will not enter into any contract, agreement or undertaking that conflicts with, is inconsistent with or damages the provisions or purposes of this appendix or constitutes a breach thereof, and (2) the Individual is not aware of any matter that will or may cause them to be unable to comply with any of their obligations in this appendix in a proper and timely manner.

Place and date: _____

Individual: _____ Club: _____

APPENDIX III

UNIFIED SCORERS MANUAL FOR EUROLEAGUE BASKETBALL COMPETITIONS

APPENDIX III

UNIFIED SCORERS MANUAL

FOR EUROLEAGUE BASKETBALL COMPETITIONS

Article 1 Introduction

1.1 Unified scorers perform an important role, providing a strong, high-quality service that is increasingly recognised by all basketball stakeholders.

1.2 A positive approach and the strict following of the same routine procedure every game are necessary in order to successfully fulfil the role.

Article 2 Unified scorers management

2.1 Any official communication from the Company regarding unified scorers will be made through the club.

2.2 The unified scorers crew will select one of its members among the data entry scorer, caller 1 or caller 2 to be the liaison person between the club and the Company's IT Department during games.

2.3 Unified scorers managers must be reachable via email and mobile phone during the entire season. They will be responsible for ensuring that their updated mobile phone number, email address and communication channel username are provided to the Company. The communication channel will be designated by the Company at the beginning of each season.

2.4 The club will be responsible for selecting and announcing the unified scorers 48 hours before each game through the Euroleague Basketball registration platform. The club will announce the unified scorers, the tasks that will be carried out by each of them and their contact details for that game (mobile phone number, email address and communication channel username).

2.5 The club will be responsible for taking care of the necessary equipment and the quality of the overall service.

2.6 If a unified scorer cannot attend a game, the club must appoint a substitute and inform the Company with the shortest delay. In the event that the Euroleague Basketball registration platform does not allow this change, the substitution will be notified with a phone call.

Article 3 Behaviour

The unified scorers will attend the game wearing only the authorised clothing indicated within the relevant bylaws. They will address themselves to all those who require their attention with respect, requesting the same treatment in return.

Article 4 Workshops and certification

4.1 Prior to the commencement of the season the Company will invite all the unified scorers crews to attend the Unified Scorers Workshop at a place and time to be fixed by the Company. For the EuroLeague competition only, the Instant Replay System operators will also be invited.

4.2 All instructions given during the Unified Scorers Workshop must be followed, in addition to those established throughout the season by the Company.

4.3 In order to be registered, the unified scorers must have the necessary certifications in accordance with the tests established by the Company. Certifications may vary depending on the unified scorer's role.

Article 5 Hardware requirements

The Company will inform the club regarding the minimum hardware requirements. Each club will provide their unified scorers with the necessary hardware. A backup laptop must be powered on at the scorer's table at all times.

Article 6 Software requirements

The software to be used will be provided by the Company's IT Department. It must be downloaded by each unified scorers manager, who will follow the guidelines established in the installation manuals. The clubs must have the Euroleague Basketball digital scoresheet software downloaded and up to date on both laptops, primary and backup. The Company's IT Department will provide help as required and will answer any questions or doubts that they may arise regarding the installation

and/or use of the software. Additional documentation and user guide material are distributed during the Unified Scorers Workshop.

Article 7 **Other equipment requirements**

7.1 The backup scoreboard console must be positioned in front of the timer to be plugged in and used if necessary.

7.2 A telephone with international dialling functionality will be placed at the scorer's table and must be used by the appointed unified scorers liaison to contact the Company's IT Department immediately for any incident.

Article 8 **Pre-game procedures**

The clubs must open the Euroleague Basketball digital scoresheet software 24 hours prior to every home game to check that it is running properly.

Game Clock	Event
-90:00	The unified scorers crew verify that the electronic equipment is working correctly, and the timer starts the game clock countdown. The unified scorers liaison logs in to the communication channel and contacts the Company's IT Department to identify themself. The scoresheet and scoreboard are configured for the game. The Instant Replay System will be tested by the crew chief/umpire 1/umpire 2. For the EuroLeague competition only, the IRS operator will join the test, informing the IRS support company by the communication channel regarding any incidents that may have occurred during the test. The unified scorers liaison must inform the Company's IT Department by the communication channel regarding any incidents that have occurred during the set-up. All hardware and software must be verified as working correctly. Communication lines must be tested, including the dedicated high bandwidth wired internet connections, providing the Company's IT Department with proof of the bandwidth connection test carried out. The unified scorers liaison must inform the Company's IT Department by the communication channel regarding any incidents that may have occurred during the set-up.
-75:00	Referees lead pre-game meeting together with all unified scorers in the referees locker room.

-40:00	Unified scorers take their seats at the scorer's table; team managers submit the Authorisation List, Game List and passports to the Euroleague Basketball delegate, who checks them to ensure that they are correct. The data entry scorer makes sure that all data on the scoresheet are entered correctly.
-15:00	Head coaches will indicate the starting fives to the data entry scorer and sign the scoresheet. The data entry operator prints a digital scoresheet filled in with all the data of the configuration of the game to be used in case of emergency (total failure of the laptop).

Article 9 In-game procedures

Game Clock	Event
Always	Callers manually call all actions clearly and loudly with a constant volume, speed and pitch. Callers will both have a pen and paper to use shorthand to annotate all actions they call. Callers will perform a player check at the start of every quarter, after time-outs and after free throws. The data entry scorer will enter all actions called by the callers, watching the game action in order to see the location of all field goal attempts. The data entry scorer will confirm the correctness of each player check with the callers. Only those applications authorised by the Company's IT Department can be running on the computer. Each caller will assist the other caller when multiple actions occur in a short space of time as well as identifying the player to be charged with a foul drawn. Caller 2 will use the Instant Replay Monitor to verify the correct call(s) at the next available opportunity following any action that is missed/unclear. The unified scorers liaison must check the communication channel constantly for any messages from the Company's IT Department. For any incident, edition or doubt related to the game the unified scorers liaison will inform the Company's IT Department immediately via the communication channel, who in turn will inform the Company's Competition Department immediately. The Company's IT Department will then inform the unified scorers liaison how to proceed. The unified scorers crew must follow the instructions from the Company's IT Department all the time, including stopping the game during the first dead ball if they are requested to do so.

In case of complete digital scoresheet hardware failure, the data entry scorer will receive a PDF copy of the scoresheet from the Company's IT Department via email, print it and continue the game entering all actions manually. The timer will take over the entry of scoreboard data, using the scoreboard console.

The timer will perform the following manual duties that are contained within the Official Basketball Rules:

- Notify a referee immediately when five fouls are charged against any player.
- Notify a referee immediately when a head coach should be disqualified.
- Notify a referee immediately when a player has committed two technical fouls or two unsportsmanlike fouls or a combination of both.
- Notify a referee when a time-out opportunity exists after a team has requested one.
- Notify a referee when a TV time-out opportunity exists.
- Notify a referee when a head coach's challenge has been requested.
- Notify the head coach through a referee when the team has no more time-out(s) left in a half or overtime.
- Notify the head coach through a referee when the head coach has no more challenges remaining.
- Effect substitutions.
- Notify a referee of any relevant information as requested by the Company's IT Department.

All notifications to referees must be made using the electronic equipment buzzer — whistles are prohibited at the scorer's table.

The caller 2 must use the IRS anytime the Company's IT Department requests they review a specific play.

Game Clock	Event
Half-time	The data entry scorer takes the scoresheet to the referees locker room and gives it to the crew chief, who reviews the scoresheet before returning it to the data entry scorer.

Article 10 Pre- & In-Game Scorer's Table Technical Incident Protocol

In order to safeguard the live nature of games and minimise possible disruptions, the following course of action must be followed anytime an incident of a technical nature occurs at the scorer's table:

1. The timer will start one of the table clocks and during one minute:

   a) the Euroleague Basketball delegate will call the Company's Competitions Department;

   b) the software and its configuration will be adjusted/manipulated in order to fix the problem;

   c) in case of total primary laptop hardware failure, the backup laptop will immediately be powered up and cabled accordingly;

   d) the Company's IT Department will call the unified scorers liaison on their mobile phone to establish a permanent and direct communication until the game is resumed.

2. If the problem remains, during a further three minutes:

   a) the hardware will be switched off and on;

   b) the laptop will be restarted once;

   c) the backup shot clocks and additional game clocks will be plugged in and put into place.

If the problem remains, the game will resume using the printed paper scoresheet/backup shot clocks and additional game clocks. If the problem is laptop-related, the Company's IT Department will take remote control of the laptop and continue to troubleshoot whilst the game is being played.

The above is applicable for all scorer's table elements, with the goal that the maximum delay will be no more than five minutes. In the case of a more serious failure that does not permit the game to be resumed (e.g. the game and shot clocks fail whilst the backup shot clocks and additional game clocks do not work either) only then may the delay be longer, as the game would be missing the minimum elements in order to be resumed.

Article 11 Post-game procedures

If the Company's IT Department identifies that the scoresheet has not been recorded in accordance with the FIBA Official Basketball Statisticians' Manual and the Euroleague Basketball criteria presented during the Unified Scorers Workshop, the unified scorers must repeat the scouting of the whole game within the following hours after the end of the game in order to have the statistics of the game available to be published by the Company before 9:00 am CET.

The unified scorers will review the video file of the whole game as soon as possible so that they can re-scout the game that night. The home club will provide a work area for the game to be re-scouted. The Company's IT Department will give instructions to the unified scorers about how and when to export the data to the Company's server in order to publish the statistics collected during the game.

Game Clock	Event
+00:00	The unified scorers liaison sends the final score via the communication channel to the Company's IT Department; unified scorers remain at the scorer's table until the Company tells them to end their tasks of statistics collection and go to the referees locker room. For any incident, edition or doubt related to the game the unified scorers liaison will inform the Company's IT Department immediately via the communication channel, who in turn will inform the Company's Competition Department immediately. The Company's IT Department will then inform the unified scorers liaison how to proceed; all subsequent timings are modified. The data entry scorer will extract the Precision Time System game data file and email it to competition@euroleague.net and stats@euroleague.net.

Game Clock	Event
+15:00	The data entry scorer takes the scoresheet to the referees locker room and gives it to the crew chief, who reviews the scoresheet, completing the referees' report in case of incident/protest section.
+20:00	Umpire 1 and umpire 2 sign the scoresheet, after which the crew chief signs the scoresheet; the data entry scorer prints two copies of the scoresheet, and the Euroleague Basketball delegate gives a

copy to each team manager; the data entry scorer sends the completed scoresheet to the Company.

+25:00 The unified scorers liaison logs off the communication channel after receiving confirmation from the Company's IT Department; unified scorers leave scorer's table.

Article 12 Infringements

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

APPENDIX IV

2025–26 EUROCUP DRAW CRITERIA AND PROCEDURE

APPENDIX IV

2025–26 EUROCUP DRAW CRITERIA AND PROCEDURE

The draw will be held according to seeds.

- The 20 qualified teams will be divided into 10 seeds with two teams in each, in accordance with the Club Ranking elaborated for this purpose.

- The performance of teams in Euroleague Basketball 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 Finals. 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/domestic championship will be added together every year to create a position for that country/domestic championship in the Club Ranking. This is the lowest possible position that any club from that country/domestic championship 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 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 persist, a draw will be used to break the tie, with the Company determining the method for the draw.

- The first two teams from the Club Ranking participating in the Regular Season will be 1 Seeds, the next two 2 Seeds, the next two 3 Seeds, the next two 4 Seeds, and so on until the 10 Seeds are completed.

<u>GROUP DRAW RESTRICTION</u>

The restriction when drawing the teams into groups is the following:

- Two teams from the same domestic championship cannot coincide in the same Regular Season group, except when there are more than two teams from the same domestic

championship participating in the Regular Season. In this case, the draw will try to balance the number of representatives in each Group until it is physically impossible to preserve the Group Draw Restrictions without blocking the draw.

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 10 Seeds, until all 20 teams have been selected.
- The first team drawn will be allocated in Group A and therefore, the other team in the seed will be allocated in Group B.
- In case of a country restriction, either team can be directly allocated in one group so the other team in the seed will be allocated in the other group.
- A team may be placed directly into a group to follow the restriction mentioned above.

Drawing the teams as explained above 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 numbers from 1 to 10 to the teams in each group. This will establish the pairings for the entire Regular Season.
- The Regular Season games will be held according to the following chart:

Round 1	10 – 5	6 – 4	7 – 3	8 – 2	9 – 1
Round 2	1 – 10	2 – 9	3 – 8	4 – 7	5 – 6
Round 3	10 – 6	7 – 5	8 – 4	9 – 3	1 – 2
Round 4	2 – 10	3 – 1	4 – 9	5 – 8	6 – 7
Round 5	10 – 7	8 – 6	9 – 5	1 – 4	2 – 3
Round 6	3 – 10	4 – 2	5 – 1	6 – 9	7 – 8
Round 7	10 – 8	9 – 7	1 – 6	2 – 5	3 – 4
Round 8	10 – 4	5 – 3	6 – 2	7 – 1	8 – 9
Round 9	9 – 10	1 – 8	2 – 7	3 – 6	4 – 5
Round 10	*5 – 10*	*4 – 6*	*3 – 7*	*2 – 8*	*1 – 9*
Round 11	*10 – 1*	*9 – 2*	*8 – 3*	*7 – 4*	*6 – 5*
Round 12	*6 – 10*	*5 – 7*	*4 – 8*	*3 – 9*	*2 – 1*
Round 13	*10 – 2*	*1 – 3*	*9 – 4*	*8 – 5*	*7 – 6*
Round 14	*7 – 10*	*6 – 8*	*5 – 9*	*4 – 1*	*3 – 2*
Round 15	*10 – 3*	*2 – 4*	*1 – 5*	*9 – 6*	*8 – 7*
Round 16	*8 – 10*	*7 – 9*	*6 – 1*	*5 – 2*	*4 – 3*
Round 17	*4 – 10*	*3 – 5*	*2 – 6*	*1 – 7*	*9 – 8*
Round 18	*10 – 9*	*8 – 1*	*7 – 2*	*6 – 3*	*5 – 4*

Non-coincidence numbers (when one team plays at home, the other plays away):

1 with 6; 2 with 7; 3 with 8; 4 with 10; 5 with 9.

CALENDAR DRAW RESTRICTIONS

- Non-coincidence numbers 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.

APPENDIX V

GAMES PLAYED BEHIND CLOSED DOORS PROTOCOL

APPENDIX V

GAMES PLAYED BEHIND CLOSED DOORS PROTOCOL

Only essential personnel are permitted to be present in the arena for the game. These are:

- Registered individuals on the Authorisation List
- Referees
- Unified scorers
- Club Board members
- Game Operations staff directly related to the organisation of the game (team attendant sweepers/rebounders, arena coordinator, doping control officers)
- Game Production staff (DJ, speaker, arena technicians)
- IFPC essential personnel
- Media directors
- Company accredited photographers
- Official club photographer (home club only)
- Essential security, first-aid, police personnel
- Euroleague Basketball delegate
- Statistic Data scouters (one individual to be notified by the Company to the home club)

Any other club personnel/equipment is prohibited, including relatives, friends, youth programme players and staff, female programme players and staff, musical instruments, etc.

Should any other person require access to ensure the game can be played correctly, this must be authorised previously by the Company with both clubs subsequently notified.

When a game is played behind closed doors due to a disciplinary sanction, the Company will inform the clubs regarding additional personnel that may attend.

The Company will likewise establish the rules regarding advertising platforms in the arena for each case.

APPENDIX VI

EUROLEAGUE BASKETBALL IN-ARENA CODE OF CONDUCT

APPENDIX VI

EUROLEAGUE BASKETBALL IN-ARENA CODE OF CONDUCT

Euroleague Basketball is committed to providing a fun, welcoming, safe and enjoyable experience. It is the collective objective of the league and its clubs to do everything possible to assure that our games provide a memorable experience for all of our fans, regardless of sports results.

Euroleague Basketball values the support of all our fans – whether they are home or visiting team supporters, players, coaches, referees, season ticket customers, part of a group, single-game or mini-plan buyers, employees, partners, media, team/arena personnel and guests. We thank you in advance for your patronage and cooperation in adhering to the Euroleague Basketball In-Arena Code of Conduct (the "Code of Conduct").

This Code of Conduct applies to any person in the arena.

Key Principles:

- Respect all attendees and personnel.
- Refrain from any physical harm or threats, and from any disruptive behaviour, including abusive, lewd and vulgar language, obscene gestures or messages, or any clothing featuring the above that directly or indirectly incites violence.
- Sit only in your assigned reserved seat (unless you have a ticket in a general admission section), and be prepared to show your ticket to ushers, stewards or security personnel when requested.
- Comply with requests from arena or club personnel regarding arena policies, this Code of Conduct and emergency procedures.

INDIVIDUALS ARE ENCOURAGED TO REPORT ANY FAILURE TO ADHERE TO THE CODE OF CONDUCT TO THE SECURITY PERSONNEL AND/OR ANY OTHER CHANNEL MADE AVAILABLE BY THE CLUB.

Policies:

- No person will violate any local, regional or national laws.
- No person will enter or remain on the arena property for unlawful purposes.
- No unauthorised person will interfere with the free passage of game attendees in public areas by deliberately obstructing or blocking

aisles, walkways or other areas commonly used for public access or egress.

- No person will take, deface, degrade, damage or destroy — including but not limited to littering, spitting, painting, cutting, urinating, or defecating on — any property that does not belong to them.

- All persons are expected at all times to treat players, coaches, referees, game personnel, entertainers, arena personnel and all individuals inside the arena with respect, decorum and proper etiquette.

- Unless the proper credentials or tickets have been issued, no person will enter or attempt to enter any area of the arena that is not intended for public enjoyment and access, including but not limited to any offices, storage units, television production areas, media areas, concession stands, locker rooms, or other back-of-house areas.

- No person will engage in conduct that disrupts or interferes with the normal operations of the arena and/or the presentation of the games or its participants, including but not limited to vendors, media, partners, players, coaches, referees, security personnel and club/arena/league personnel.

- Disruptive behaviour is conduct that causes other persons attending games, including club/arena/league personnel, players, referees, partners, vendors and guests to experience unreasonable annoyance or alarm and includes but is not limited to conduct that involves the use of abusive, threatening or vulgar language, gestures or signs.

- Euroleague Basketball and its clubs welcome all people and do not and will not discriminate based on race, colour, religion, gender, gender expression, age, national origin, disability, marital status, sexual orientation or military status. Any person using language, gestures or signage that is discriminatory or shows a lack of respect will not be tolerated and is ground for timely removal from the arena and other potential actions, including permanent ban from the arena and attendance at Euroleague Basketball games.

- No person will take, deface, degrade, damage or destroy materials, equipment, furniture, fixtures or other types of personal property belonging to the arena, league or club, or its customers, vendors, partners, media and guests; nor use them in a manner that is inconsistent with the customary use thereof, or in a destructive, abusive or potentially damaging manner, or in a manner that is likely to cause a person injury.

- All persons entering the arena are subject to search.

- Use of tobacco products (including e-cigarettes and vaping devices) or illegal drugs of any kind inside or immediately adjacent to the arena, except in designated areas, is not allowed.

- No alcoholic beverages may be brought inside the arena from the outside.

- No weapons whatsoever are allowed inside the arena, including knives, guns, brass knuckles, flares/firecrackers poles/sticks, laser pointers or any other device that can be used to cause harm or injury to another person.

- Whistles are not allowed inside the arena, as well as horns/sirens that make the same sound as the scorer's table signals.

- Megaphones can be used for encouraging fans. Megaphone built-in sounds and sirens are not allowed to be used during any point of the game.

- The installation of musical instruments and/or loudspeakers within 5m from the team benches and scorer's table is not authorised.

- No person will be visibly intoxicated and/or under the influence of illegal substances.

- No person will distribute, display (including on apparel) or place handbills, flyers or posters, play music, promote brands or conduct any form of business or commercial activity, unless authorised in writing by the club and allowed in accordance with local, regional and/or national laws.

- Banners, signs and/or flags are allowed, subject to adherence to the principles of respect and language, as stated above.

- Affixing banners, signs and/or flags to arena handrails, stairs or other locations that may violate emergency evacuation procedures or public safety is not allowed – fans bringing signs must only affix them in accordance with club policies.

- Throwing any objects is prohibited.

- All persons must wear shirt, pants and shoes (including skirts or shorts).

- All persons' personal hygiene and clothing cleanliness must comply with commonly acceptable social standards.

- No person will engage in sexual conduct inside or immediately adjacent to the arena.
- Faces may not be covered at any time – any headwear that is worn must not cover the face in any way.

Additional Provisions for Courtside and Bench Seat Ticket Holders:

- Standing is to be limited to a minimum.
- Courtside and bench seat ticket holders will remain seated while the game is in progress.
- Accessing and/or leaving the courtside seats is permitted when the game is not in play.
- Courtside and bench seat ticket holders may not step forward onto the court at any time nor interfere with the free movement of referees, players or team/arena personnel.
- Courtside and bench seat ticket holders may not interfere with portable TV cameras or accredited staff's photo or video cameras.
- No banners, signs or flags are permitted in the courtside and bench seats, nor can any clothing item be held up obstructing the visibility of others.
- Musical or noisy items are not allowed in the courtside and bench seats.

Violations of the Code of Conduct:

Euroleague Basketball, the clubs and local authorities reserve the right to prohibit admission to the arena and/or expel any person who violates the Code of Conduct.

The clubs will identify and inform the Company regarding the identity of any person removed from the arena in accordance with the Code of Conduct.

Upon request, the clubs will likewise notify the Company of the identity of any person identified as violating the Code of Conduct.

APPENDIX VII

EUROCUP STYLE GUIDE



STYLE GUIDE

INTRODUCTION

Introduction

Logos

Colours

Typography

Club Usage

The following brand style guide explains the basic principles of the BKT EuroCup brand identity.
The identity comprises a simple kit of parts: logos, colour palette and typefaces, which used together carefully with the correct relationships will form the distinctive visual expression of the BKT EuroCup brand.
This document outlines the components, their structure and their relationships, which will help you to apply the brand consistently across all online and printed promotional materials.

Euroleague Basketball E-Ball Guidelines

The Euroleague Basketball brand is perfectly expressed via the E-Ball icon. Sharp, clear, positive, bold, 100% basketball. It has evolved over time and the most recent upgrade takes us into our future with confidence. Every fan of the Euroleague Basketball competitions adores the E-Ball and understands the values built into the icon over many successful years of growth.
The E-Ball is the common element in all our brands, including those of the EuroLeague and the BKT EuroCup, creating a recognisable universe that holds the best of the best in European basketball.
Outside of general media reporting, the E-Ball can only be used either directly by the Company or by our valued partners, who also invest in the brand values for their own commercial objectives.
We vigorously defend our E-Ball trademark and associated applications from any abuse or misuse. As part of that process, we need any partner with access to the emblem through a contract to adhere strictly to the guidelines and thereby assist us in the protection of the brand.

LOGOS

Introduction

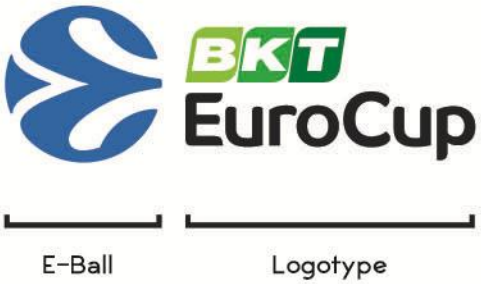
Logos
Overview
Colour versions
Exclusion zones
Minimum sizes
Incorrect usage

Colours

Typography

Club Usage

Primary - Horizontal lock-up



Secondary - Vertical lock-up



E-Ball
The unique, abstract symbol that identifies the BKT EuroCup.

Logotype
The custom-drawn "BKT EuroCup" typographic mark.

Lock-up
The E-Ball and logotype are used together to form the lock-up.

The horizontal lock-up is the preferred logo treatment for BKT EuroCup.

When the horizontal treatment is not practical for your graphic requirements, the secondary vertical lock-up may be used.

LOGOS

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Full colour logos
The full colour logos should be used wherever possible. There are versions available for use on either light or dark backgrounds.

Single colour logos
This version of the logo should only be used on EuroCup Blue, and only in exceptional circumstances. All designs should be submitted for approval before publishing.

Full colour logos - on light



Full colour logos - on dark



Single colour logos - on blue only



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Colour backgrounds
Please see the opposite grid for acceptable colour background options and the corresponding logo versions that should be used in each case. There are also opposite examples that should be avoided - all colours that conflict with the BKT EuroCup Blue.

All designs should be submitted for approval before publishing.

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The exclusion zone is the area around each logo version that must be kept free from any type of graphic elements for visibility and logo protection.

Primary
Use the x-height of the capital E + half additional E to work out the exclusion zone.

Secondary
Use the x-height of the capital E + half additional E to work out the exclusion zone.

LOGOS

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To ensure the integrity of the BKT EuroCup logos, they must never be reduced in smaller sizes than those shown on this page. Any further reduction would impair their 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



20mm wide



10mm wide

On Screen

60px high



106px high



LOGOS

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Club Usage

Rotation or perspective



Horizontal or vertical distortion



Complex backgrounds



Altered colours



Screened opacity



Drop shadows



Any deviation from the correct usage of the logo - no matter how minor - undermines or dilutes the BKT EuroCup brand. Therefore, no other configuration or any variation of the logo is permitted under any circumstances. Examples of these variations are shown opposite.

Artwork may be enlarged or reduced proportionately to satisfy design requirements; however, it may in no other way be altered.

COLOURS

Introduction

Logos

Colours
Colour Palette
Colour Ratio

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Club Usage

Primary colours

BKT EuroCup Blue			
R: 0 G: 114 B: 206	C: 100 M: 35 Y: 0 K: 0	PMS: 285C	HEX: 0072CE

BKT EuroCup Black			
R: 0 G: 0 B: 0	C: 60 M: 0 Y: 0 K: 100	PMS: Black 6C	HEX: 000000

Secondary colour

BKT EuroCup Grey			
R: 85 G: 85 B: 85	C: 64 M: 56 Y: 55 K: 31	PMS: 404C	HEX: 555555

Colour Palette
This is the colour palette inherent in the BKT EuroCup brand. Thus, these colours respond to the pure essence of the BKT EuroCup DNA.

This colour palette must be used by any external party when communicating the BKT EuroCup brand, as the corporate BKT EuroCup graphic language is for the use of BKT EuroCup self-produced content only.

Primary colours
The primary colours for the BKT EuroCup brand are Blue and Black. These should be used wherever possible, in the ratio outlined on the next page. They have been specifically chosen, and great care should be taken to maintain brand impact and integrity by always checking that the appropriate colour values are correct across all online and printed materials.

Secondary colours
Grey is used as a secondary colour to complement the primary colours.

COLOURS

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Primary colours







10:1 colour ratio

In order to maintain a consistent balance of colour throughout all BKT EuroCup brand communications, a colour ratio of 10:1 should be used. Black is the dominant colour, with blue used in a much smaller proportion. This creates an atmospheric and prestigious brand language, accentuating the vibrancy of the blue set within the black.

N.B. These ratios are a visual guide and approach and may be adapted slightly depending on the application. All designs should be submitted for approval before publishing.

TYPOGRAPHY

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Primary Typeface
Secondary Typeface
Tertiary Typeface

Club Usage

Primary typeface
Maxim Sans

Headline typeface - Maxim Sans Bold

ABCDEFGHIJKLMN
OPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890!@£$%^&*(){}::.,?

We present here a series of typefaces based on the Maxim Sans font group. Therefore, they have a solid and temperate nature and provide a realist style due to their practicality and simplicity.

Body copy typefaces

Maxim Sans Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890!@£$%^&*(){}::.,?

Est renihicitae debitaes desequis molenda ex et ma porepedit aute ab inus earum ra cone exerfera sequature nimagnam, et faccullabo. Neque plisinc tempore puditem que exeratquae conem faceate vollo tem es dit, odiorrorent reptatus ex et exerovit voluptium ut fugitas alis nonsecabor aspiet arum rerferumque

Maxim Sans Light

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890!@£$%^&*(){}::.,?

Est renihicitae debitaes desequis molenda ex et ma porepedit aute ab inus earum ra cone exerfera sequature nimagnam, et faccullabo. Neque plisinc tempore puditem que exeratquae conem faceate vollo tem es dit, odiorrorent reptatus ex et exerovit voluptium ut fugitas alis nonsecabor aspiet arum rerferumque

TYPOGRAPHY

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Tertiary Typeface

Club Usage

Secondary typeface

Constructio Grotesk

Headline typeface - Constructio Grotesk Regular

ABCDEFGHIJKLMN
OPQRSTUVWXYZ
abcdefghijklmn
opqrstuvwxyz
1234567890
!@£$%^&*(){};:.,?

Constructio Grotesk Regular should be used for headings and subheadings.

TYPOGRAPHY

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Tertiary Typeface

Club Usage

Tertiary typeface

OKANA

Subtitles - Okana Semibold

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890!@£$%^&*(){};:.,?

Secondary use - Okana Light

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890!@£$%^&*(){};:.,?

Alternative use - Okana Black

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
1234567890!@£$%^&*(){};:.,?

We present here a series of typefaces based on the Okana font group. It should be used for subheadings and short paragraphs of text.

CLUB USAGE

Introduction

Logos

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Club Usage

League + 1 Club

League + 2 Clubs

Club + Club

LEAGUE USAGE

Primary - horizontal logo lock-up





When placing a club badge next to the BKT EuroCup horizontal lock-up, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

Primary - horizontal lock-ups
Use the x-height of the EuroCup O to work out the height of the team logo. Use the E-Ball to establish the distance and position of the 0.5pt separating keyline and the distance between the two logos.

Secondary - vertical lock-ups
Use the x-height of the EuroCup O to work out the height of the team logo. Use the E-Ball to establish the distance and position of the 0.5pt separating keyline and the distance between the two logos.

Secondary - vertical logo lock-up





CLUB USAGE

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League + 1 Club

League + 2 Clubs

Club + Club

When placing a club badge next to the BKT EuroCup horizontal lock-up, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

Primary - horizontal lock-ups
Use the x-height of the EuroCup O to work out the height of the team logo. Use the E-Ball to establish the distance and position of the 0.5pt separating keyline and the distance between the two logos.

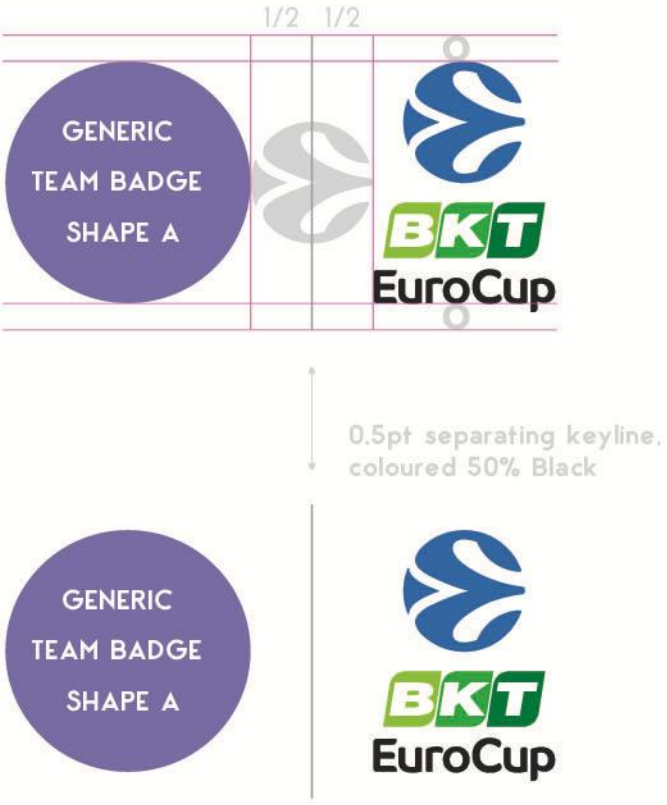
Secondary - vertical lock-ups
Use the x-height of the EuroCup O to work out the height of the team logo. Use the E-Ball to establish the distance and position of the 0.5pt separating keyline and the distance between the two logos.

TEAM USAGE

Primary - horizontal logo lock-up



Secondary - vertical logo lock-up



CLUB USAGE

Introduction

Logos

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Club Usage

League + 1 Club

League + 2 Clubs

Club + Club

LEAGUE USAGE

Primary - horizontal logo lock-up

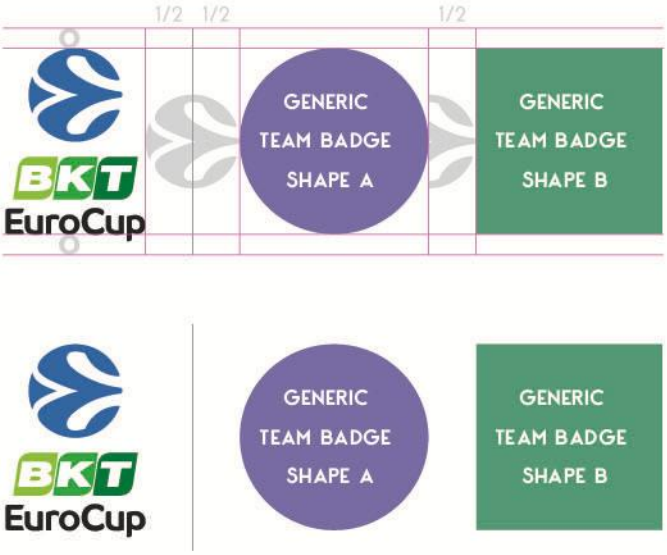


When placing two badges next to the BKT EuroCup horizontal lock-up, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

Primary - horizontal lock-ups
Use the x-height of the EuroCup O to work out the height of the team logo. Use the E-Ball to establish the distance and position of the 0.5pt separating keyline and the distance between the two logos.

Secondary - vertical lock-ups
Use the x-height of the EuroCup O to work out the height of the team logo. Use the E-Ball to establish the distance and position of the 0.5pt separating keyline and the distance between the two logos.

Secondary - vertical logo lock-up



CLUB USAGE

Introduction

Logos

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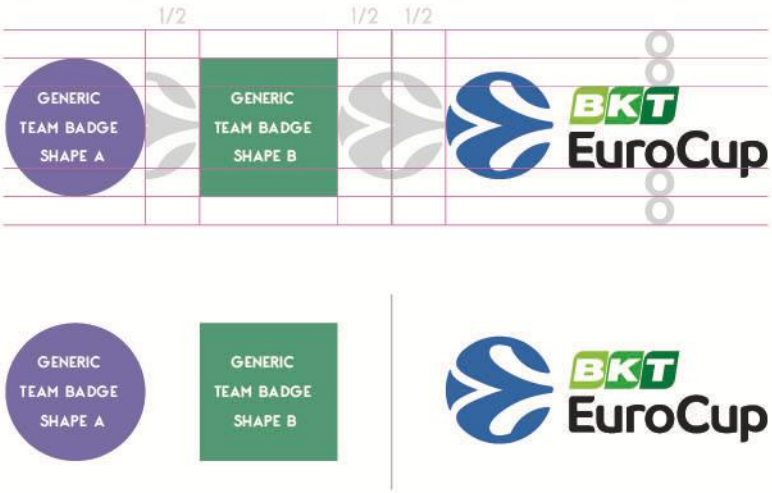
League + 1 Club

League + 2 Clubs

Club + Club

TEAM USAGE

Primary - horizontal logo lock-up

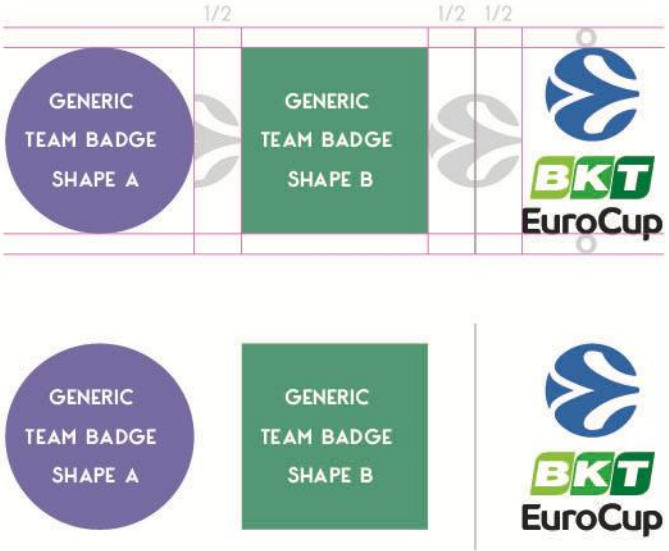


When placing two badges next to the BKT EuroCup horizontal lock-up. always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

Primary - horizontal lock-ups
Use the x-height of the EuroCup O to work out the height of the team logo. Use the E-Ball to establish the distance and position of the 0.5pt separating keyline and the distance between the two logos.

Secondary - vertical lock-ups
Use the x-height of the EuroCup O to work out the height of the team logo. Use the E-Ball to establish the distance and position of the 0.5pt separating keyline and the distance between the two logos.

Secondary - vertical logo lock-up



CLUB USAGE

Introduction

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Typography

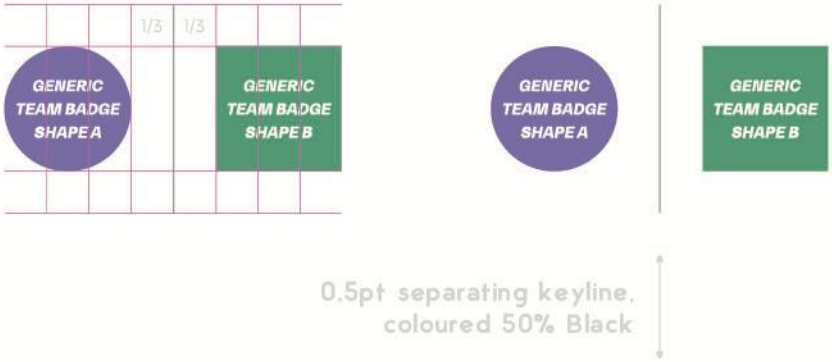
Club Usage

League + 1 Club

League + 2 Clubs

Club + Club

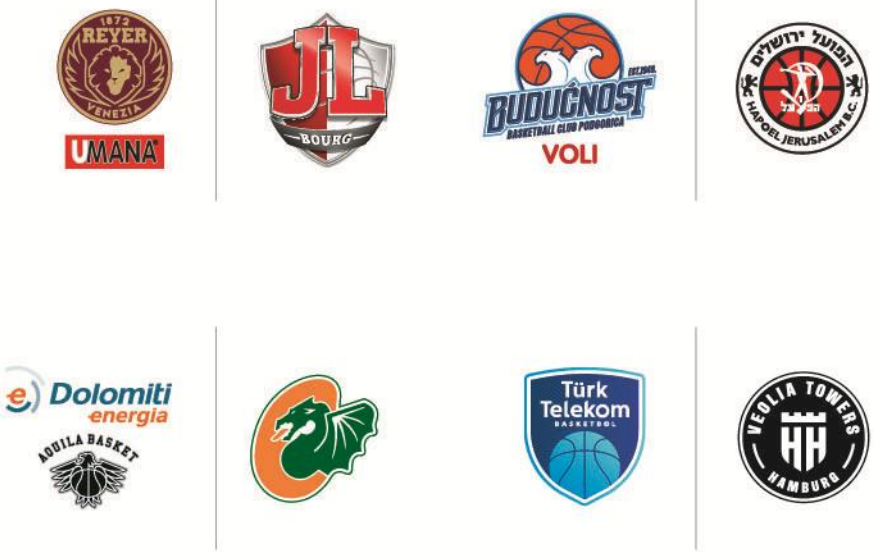
Horizontal Club badge lock-up



When placing a club badge next to another club badge, always use the guidelines shown on this page to ensure that the correct size and relationships are adhered to.

Align the height of the badges and then divide the narrower team badge of the two by a third. Use this measurement to determine the distance either side of the 0.5pt 50% Black keyline. The 1/3 measurement is also used to determine the extent of the keyline.

Examples of Club + Club badge lock-ups



APPENDIX VIII
MEDIATION REGULATION

APPENDIX VIII

MEDIATION REGULATION

Article 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 Chief Executive Officer (hereinafter "Euroleague Basketball CEO") and/or of a mediator appointed by him, with a view to settling amicably a dispute related to the hiring and transfer of a player or coach, or between a club and a player or coach related to the termination of an agreement. Any final settlement needs the agreement of all parties 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.

Article 2 In the event of any dispute between clubs registered in the EuroLeague or the EuroCup (jointly referred to as "Euroleague Basketball competitions") arising out of or in connection with the hiring and transfer of one player or coach, the clubs 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. The dispute of a club registered in the Euroleague Basketball competitions with a player or coach, or with any other club not registered for the Euroleague Basketball competitions may likewise be submitted to these amicable settlement proceedings on a voluntary basis. In the event of a prior compulsory proceeding in the context of any internal regulations within a country, the parties will inform the Euroleague Basketball office of the result of the dispute.

Article 3 Any party commencing mediation proceedings pursuant to this Regulation will send to the Euroleague Basketball office (by email to secretarygeneral@euroleague.net) a written Request for Mediation, which will include:

a) The names of the parties to the dispute and of the player or coach concerned, as well as the name, addresses, telephone 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 upon which the requesting party relies.

d) A copy of any other relevant document, and in particular of the denial of letter of clearance, if any.

Article 4 The company designated by Euroleague Properties S.A. for the management and administrative organisation of the Euroleague Basketball competitions (hereinafter the "Company") will promptly acknowledge receipt of the Request for Mediation and send a copy thereof to all parties concerned.

Article 5 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 attaching any relevant document. The Company will promptly communicate copies thereof to all other parties.

Article 6 The Euroleague Basketball CEO may at any time appoint, revoke or replace a mediator of his choice, who will be his delegate and will assist him or substitute for him in performing any tasks under this Mediation Regulation.

Article 7 In cases when a letter of clearance has already been denied by a national federation, the parties in dispute may 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 parties in dispute must request the relevant FIBA bodies to suspend shortly the decision process due to the ongoing settlement negotiations between the concerned parties.

Article 8 The Euroleague Basketball CEO or the appointed mediator, with a view to keeping friendly relations between the parties:

a) Will advance the mediation without any formality and as expeditiously and effectively as possible;

b) Will facilitate discussion of the issues between the parties and promote the settlement of the dispute in any manner believed to be appropriate;

c) May discretionally adopt any procedural resolutions, make any suggestions or propose any possible solutions;

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 binding settlement or solution of the dispute.

Article 9 Each party will take part in the mediation proceedings and negotiate with any other party in good faith and with the utmost fairness and sportsmanship. Each party will cooperate in good faith with the Euroleague Basketball CEO and with any appointed mediator and will behave so as to facilitate and expedite the performance of the Euroleague Basketball CEO's mandate. In particular, each party must attend any meeting called by the Euroleague Basketball CEO or the appointed mediator, sending a representative empowered to sign a settlement agreement. The mediator and the parties will use their best efforts to terminate the mediation proceedings within 10 days, with or without a settlement.

Article 10 The mediation proceedings will be confidential. However, the Company will hold an updated list of active disputes available, upon request, to clubs, players or coaches registered in the Euroleague Basketball competitions; then, in the case that a settlement is reached, a short press release agreed between all the parties and the Euroleague Basketball CEO may be issued. 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 will 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 will not rely on, nor introduce as evidence in any sports proceedings 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.

Article 11 The 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 will 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.

Article 12 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 will 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 this copy before any arbitral, judicial or other authority, in addition to any penalty to be imposed to the breaching party.

Article 13 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 that, in his opinion, is in breach of the present Mediation Regulation or of any other regulation, rule or agreement or that, 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 Euroleague Basketball Disciplinary Code. The refusal to take part in the mediation proceedings and the breach of the

settlement agreement will always be considered as serious infringements.

Article 14 The mediation proceedings will be free. Each party will pay their own costs.

APPENDIX IX

TECHNICAL RULES CLARIFICATION

APPENDIX IX

TECHNICAL RULES CLARIFICATION

1. The ball will be put into play in the centre circle by a jump ball between any two opponents at the start of the first quarter and at the start of each overtime.

The team that gains the first possession of the game will take a throw-in behind its own endline to begin the fourth quarter, whilst the other team will take a throw-in behind its own endline to begin the second and third quarters.

The ball will be put into play at the circle that is closest to the spot where a held ball occurs or when the referees are in doubt which team last touched the ball immediately before the ball goes out of bounds. The jump ball will be between the two involved players. For any other jump ball situations, the ball will be put into play in the closest circle by a jump ball between any two opponents. The shot clock will be held at the same value and only reset to 24 or 14 seconds if a new team gains possession following the jump ball.

When a goaltending or interference violation is called that is then reviewed by use of the IRS and the decision is overturned, if neither team had gained an immediate and clear control of the ball when the violation was called, the game will be restarted with a jump ball at the closest circle to where the violation occurred:

- If the team that attempted the shot restarts the game with the ball in their possession, it will have the same amount of time remaining on the shot clock as when the violation was called.
- If the team that did not attempt the shot restarts the game with the ball in their possession, the shot clock will be reset to 24 seconds.
- If there are less than 14 or 24 seconds remaining on the game clock respectively, the shot clock will be switched off.

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

a) The first time-out requested by a team in any quarter will be considered a TV time-out. This time-out will count as both a TV time-out and a 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 quarter, 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 game clock displaying 04:59 or less time. This time-out will not be charged against either team.

c) All TV time-outs will have a duration of 60 seconds each. TV time-outs will not exist in overtimes.

3. Player technical fouls will not count as team fouls.

4. If the head coach or any other team member included in the Game List enters the playing court and interferes with a fast-break situation, the head coach will automatically be disqualified from the game.

5. Substitute players, excluded players, or accompanying delegation members may not enter the court during a fight, or during a situation that may lead to a fight. Notwithstanding this, in the event that these individuals do not get actively involved in the fight and/or intervene to assist the referees to maintain or to restore order they shall not be disqualified, as long as the Instant Replay System is available to review the physical altercation and clearly show their non-involvement in it. In the event the IRS is not available, the physical altercation situation will be ruled according to the FIBA Official Basketball Rules.

6. The timer will perform the manual duties that are contained within the Official Basketball Rules, as listed in the Unified Scorers Manual for Euroleague Basketball Competitions (Appendix III).

7. The head coaches will provide the list of the Starting Five players to the data entry scorer no later than 15 minutes before the tip-off time of the game.

8. Only the head coach may sign the official scoresheet of a game in protest. If the head coach is disqualified, the first assistant coach will immediately take over the role of head coach to all effects.

APPENDIX X

INSTANT REPLAY

APPENDIX X

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 unified scorers and the Instant Replay System (IRS) monitor. The crew chief will make the final decision.

b) Only the referees and the IRS operator (IRSO), who must understand and speak English, will be present in the area where the IRS is installed. The crew chief will order any other person not complying with these requirements to leave the area.

c) The decision made by the referees during play will always be signalled prior to reviewing the play (except in potential act of violence situations), and this will only be changed when the replay provides the referees with clear and conclusive visual evidence to do so.

d) The referees can adjust the game and/or shot clock as part of any review if they identify a clock error or malfunction.

Article 2 00:00 game clock

Instant replay can be referred to in the following situations:

2.1 A field goal made with no time remaining on the game clock (00:00) at the end of any quarter or any overtime. The referees are authorised to determine the following issues only:

a) Whether the time on the game clock expired before the ball left the shooter's hands.

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 a shot clock violation occurred before the ball left the shooter's hands.

e) Whether an eight-second 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 shot clock violation occurred.

c) An eight-second 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 game clock (00:00) at the end of any quarter or any overtime. 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 quarter or overtime 02:00 or less game clock

Instant replay can be referred to in the following situations:

3.1 The referees are unsure which team committed an out-of-bounds violation, or whether an out-of-bounds violation occurred. The referees will review the footage to determine the following issue only: identify which player touched the ball last or if the player/ball was actually out-of-bounds.

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. As an exception, when a foul is called in the act of shooting, the referees may check the footage for a potential goaltending/basket interference violation.

3.3 The referees are unsure whether the defender is inside or outside the defensive semi-circle for a block/charge foul. The referees will review the footage to determine the following issues only:

a) Whether the defender was outside the defensive semi-circle and had not established a legal guarding position.

b) If the offensive player led with an unnatural knee, foot, elbow or arm regardless of the location of the defender.

c) If the ball left the hand of the shooter prior to the contact.

3.4 The referees are unsure whether a foul called is a personal, throw-in, technical, unsportsmanlike, or disqualifying foul. The referees will review the footage to determine the following issue: If the foul should be maintained, upgraded, downgraded or considered as a technical foul.

3.5 The referees are unsure whether a foul called was a shooting foul or a foul on the floor. The referees will review the footage to determine the following issues: whether the foul that was called occurred prior to the shooter commencing the act of shooting or not and whether the foul should be upgraded to an unsportsmanlike foul or downgraded to a personal foul according to the rules.

3.6 The referees are unsure whether the ball touched the ring and thus whether the shot clock should be adjusted. The referees will review the footage only after a call has been previously made by one of the referees to determine the following issue: whether the ball touched/did not touch the ring, and if so, the shot clock was administered properly.

3.7 The referees are unsure whether a backcourt violation was committed by the team in control of the ball. The referees will review the footage to determine the following issue only: whether the violation occurred according to the rules, always after a backcourt violation has previously been called by one of the referees.

3.8 The referees are unsure whether an eight-second violation was committed by the team in control of the ball. The referees will review the footage to determine the following issue only: whether the violation occurred according to the rules, always after an eight-second violation has previously been called 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 shot and/or game clock and it does not start/stop/countdown correctly at any time in the game before or after 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 shot and/or game clock in the quarter or overtime. If the referees find evidence that a made basket was scored after the expiration of the shot or game clock, the basket will not count as long as the error is still correctable according to the rules.

4.2 Individuals engage in a physical altercation. The referees will review the footage to determine the following issues only: the identity of all individuals involved in the physical altercation, as well as the appropriate penalty for each individual.

4.3 The referees are unsure whether an act of violence has occurred. The referees can stop the game immediately to review the footage and determine the following issues only: the identity of all individuals involved in the act of violence, as well as the appropriate penalty for each individual and how the game will be resumed according to the rules.

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 made basket was a one-point, two-point or three-point basket. The referees will review the footage to determine the following issues only: the correct value of the made basket and whether a shot clock violation occurred or the shooter committed an out-of-bounds violation immediately prior to the release of the shot. The review will take place at the following time-out or interval of play between quarters or when another type of review takes place during the game, except in the following two cases, where the referees must stop the game immediately to review the value of the basket and adjust the game clock if necessary:

a) In the last 24 seconds of any quarter, after the last free throw and with the ball being around the ring, if the referees are unsure if the ball was touched before entering the basket.

b) In the last two minutes of the fourth quarter or overtime at the next opportunity when the game clock is stopped.

4.6 During a dead ball due to a shot clock violation, the referees are unsure whether the violation occurred immediately prior to a field goal made. The referees will review the footage to determine the following issues 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 period), and if the shot was released on time, whether the successful field goal scored was a two-point or three-point field goal or the shooter committed an out-of-bounds violation immediately prior to the release of the shot.

4.7 During a dead ball due to a shot clock violation, the referees are unsure whether the 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 off the ball 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 off the ball 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.

4.11 The referees are unsure who the correct player that committed a foul is. The referees will review the footage to determine the following issue only: the identity of the correct player who committed the foul. If the referees find evidence that the player was mistakenly initially recorded on the scoresheet, the foul will be reassigned as long as the error is still correctable according to the rules.

Article 5 Head coach's challenge

To initiate a head coach's challenge, the challenging team must take the following steps in sequence:

5.1 The challenging team's head coach must signal for a challenge by utilising the head coach's challenge signal (creating an imaginary square with both index fingers) toward the referees, during the dead ball. During the same interaction with the referees in which the challenging team's head coach signalled for the challenge, the challenging team's head coach must notify the referees of the specific event that the team is challenging. The head coaches are permitted to challenge any reviewable situation that is covered under the current rules with the exception of Article 4.11 above, without time restrictions being applicable. The head coach's challenge may be requested at any time during the game. There are only two challenges per head coach and per game. However, one of the two challenges of each head coach must be requested within the first 38 minutes of the game.

5.2 For purposes of this rule only, "immediately" will mean prior to the ball being given to the thrower-in, the ball being given to the free throw shooter, the ball being tossed on a jump ball, or the start of a time-out, whichever is applicable.

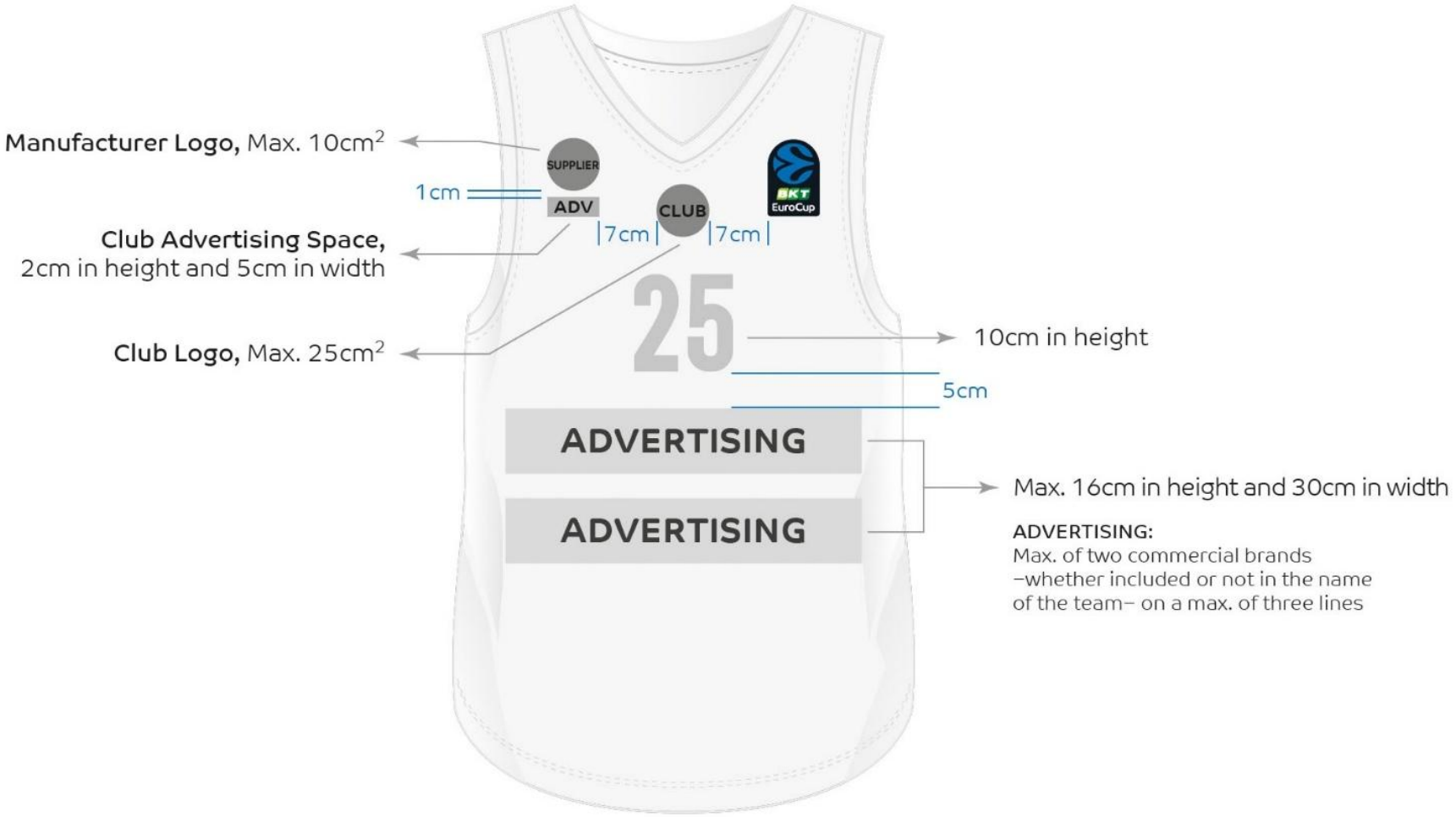
In the case that the referees conference to determine the call on the floor (and, as a result, the final decision on the play is unknown for a period of time), the window of time within which a team must immediately challenge the call starts after the referees announce the final decision on the play.

5.3 Once the challenge is made by the head coach, the referees will notify the Euroleague Basketball delegate and the unified scorers crew of the challenge which will be recorded on the scoresheet and, once the instant replay review process is complete, announce the outcome of the challenge.

GRAPHICS

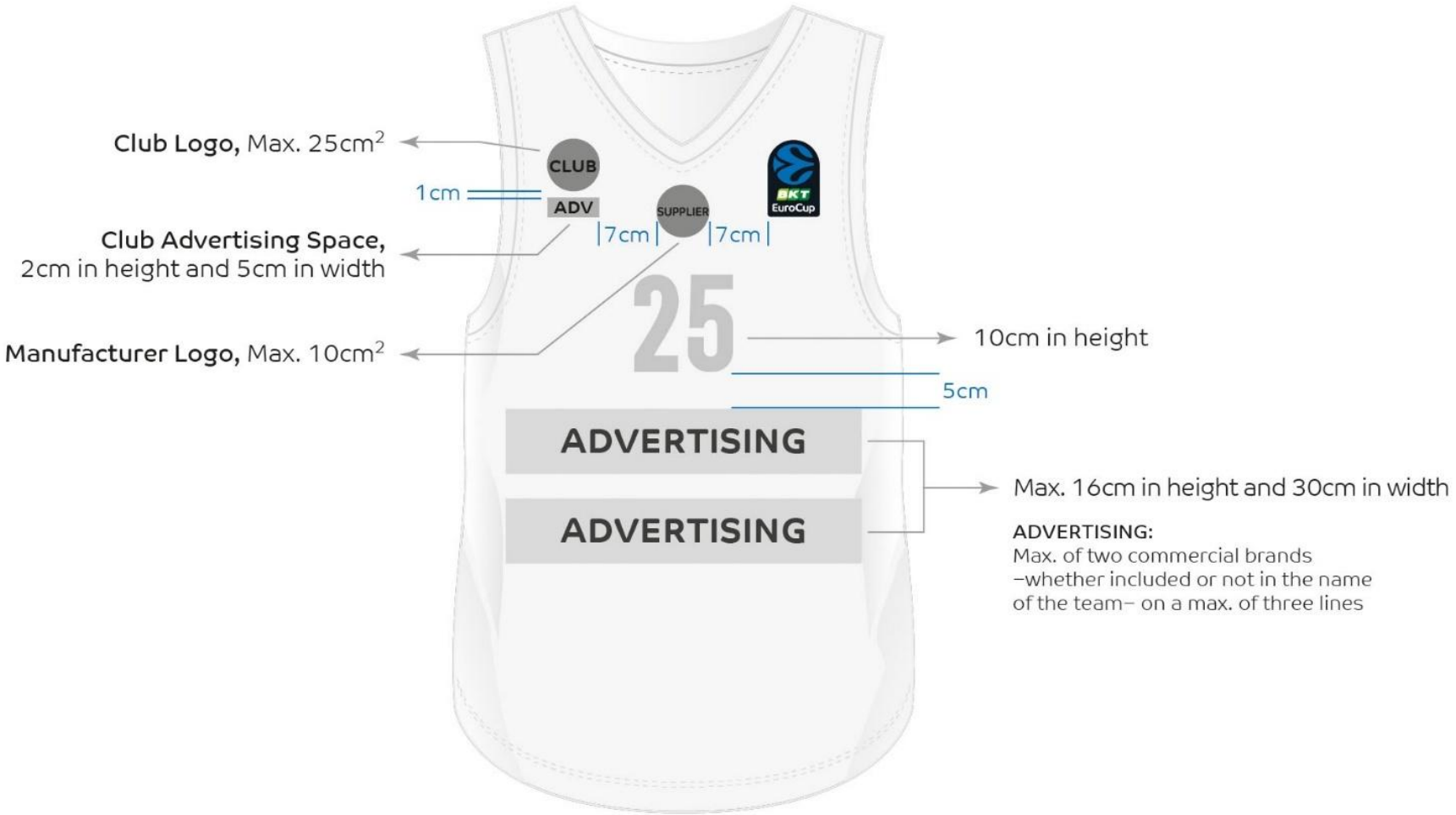
GRAPHIC 1
GRAPHIC 1A
PLAYING UNIFORMS AND ADVERTISING

FRONT of the Shirt



GRAPHIC 1B
TRANSITORY UNIFORM (1) – 2025-26 SEASON ONLY

FRONT of the Shirt



GRAPHIC 1C
TRANSITORY UNIFORM (1) – 2025-26 SEASON ONLY

FRONT of the Shirt



GRAPHIC 2
PLAYING UNIFORMS AND ADVERTISING

BACK of the Shirt



National/Regional Flag/
Non-Commercial Emblem of the Club $4cm^2$

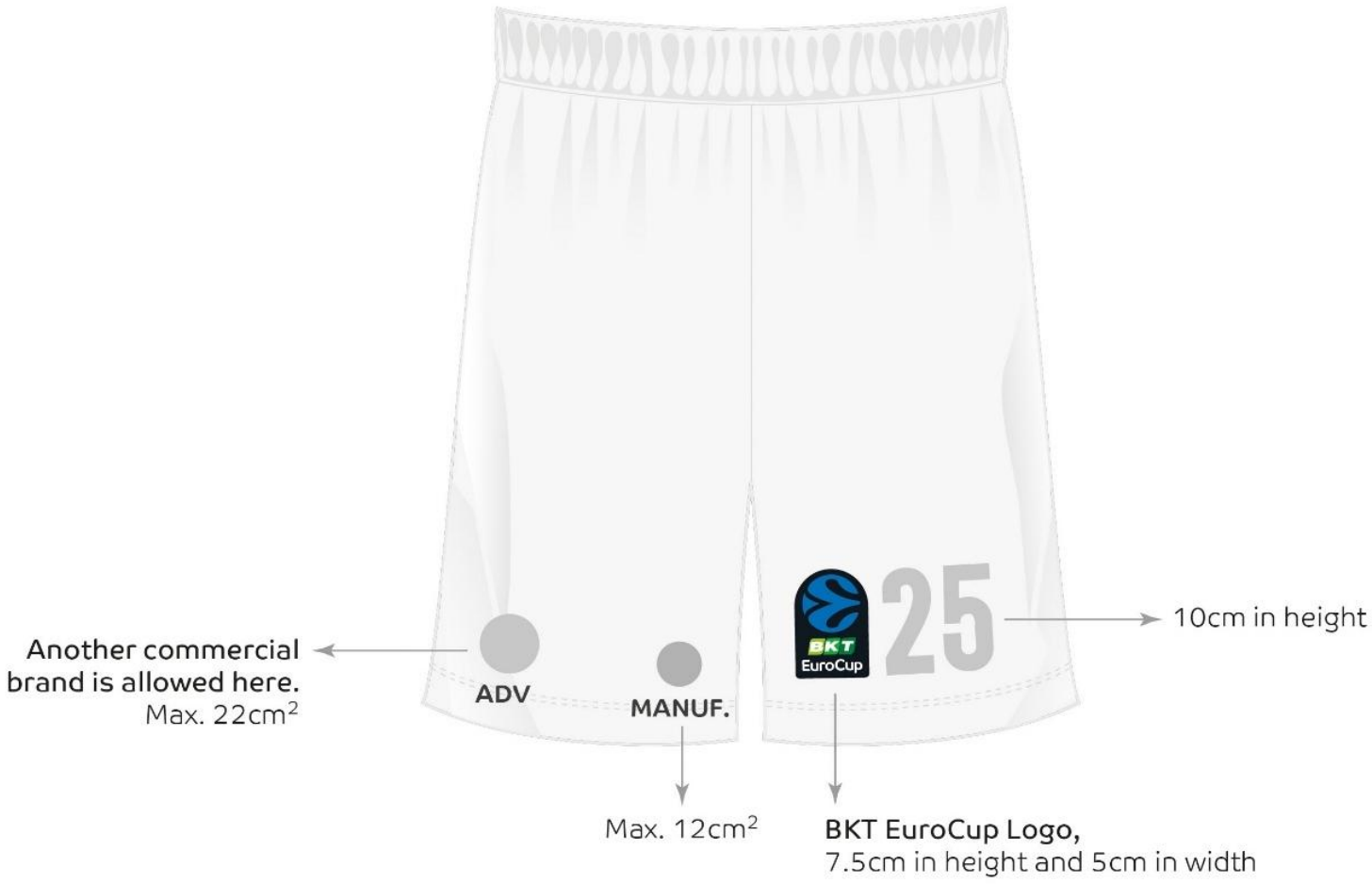
6cm in height

Max. 6cm in height and 25cm in width

Min. 18cm in height

8cm in height on one line (only text)
(the inclusion of two lines, each 6cm in height, may be authorised –only text)

GRAPHIC 3
PLAYING UNIFORMS AND ADVERTISING
SHORTS



GRAPHIC 4
GRAPHIC 4A
WARM-UP SHIRT AND ADVERTISING

FRONT of the Shirt



GRAPHIC 4B
TRANSITORY WARM-UP SHIRT (1) 2025-26 SEASON ONLY

FRONT of the Shirt



GRAPHIC 4C
TRANSITORY WARM-UP SHIRT (2) 2025-26 SEASON ONLY

FRONT of the Shirt

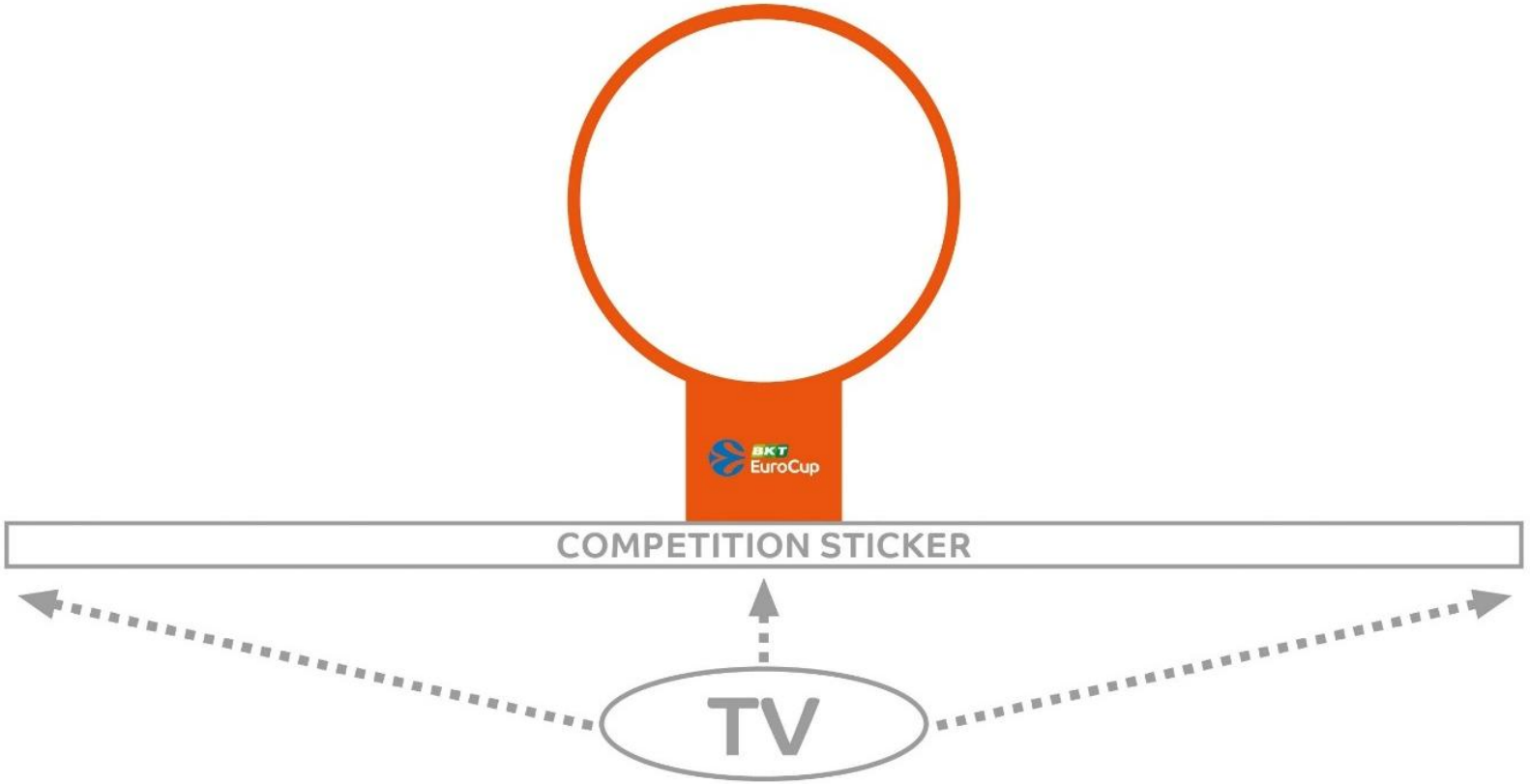


GRAPHIC 5
WARM-UP SHIRT AND ADVERTISING

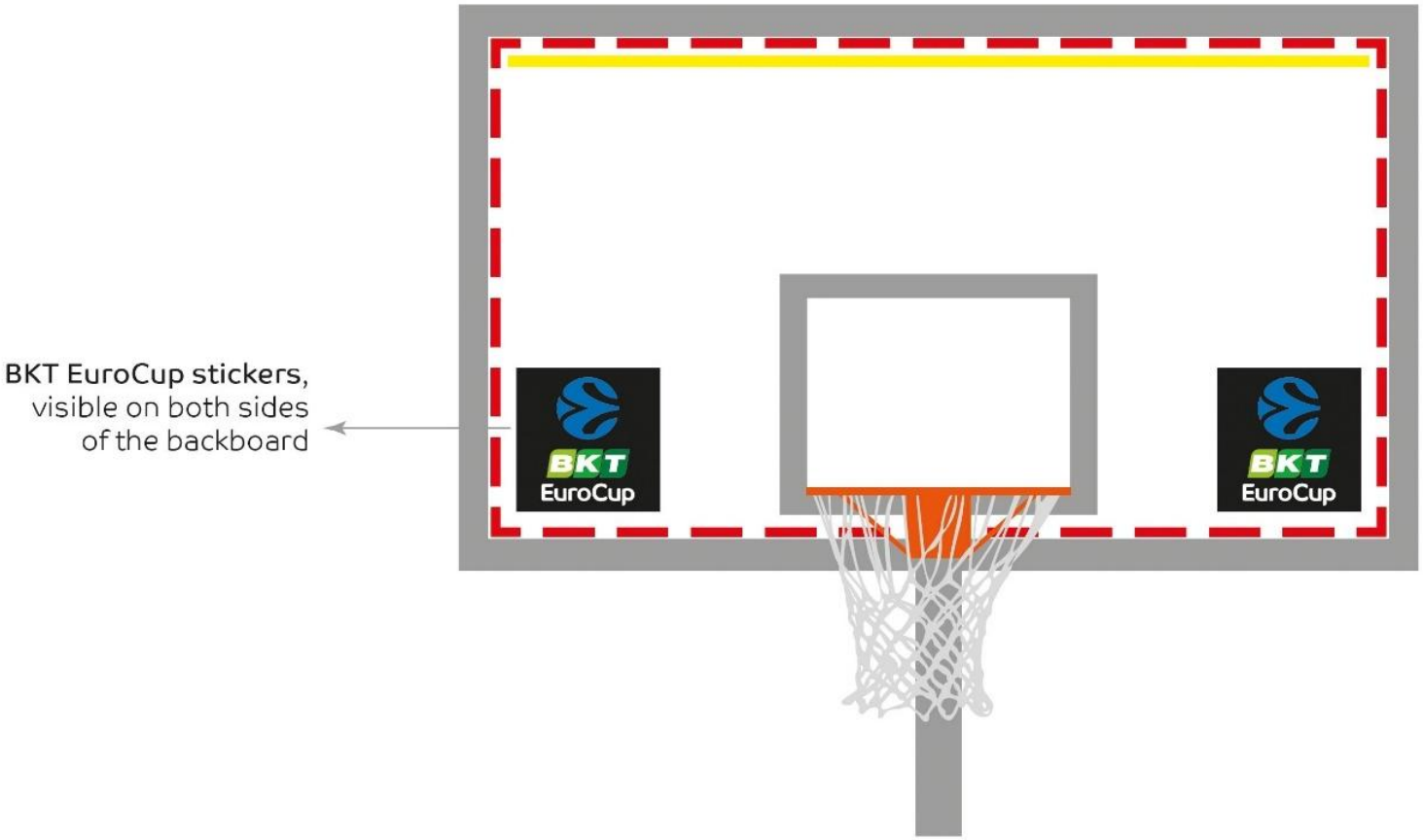
BACK & RIGHT SLEEVE of the Shirt



GRAPHIC 6
COURTSIDE ADVERTISING
Technical Equipment – RING SUPPORT

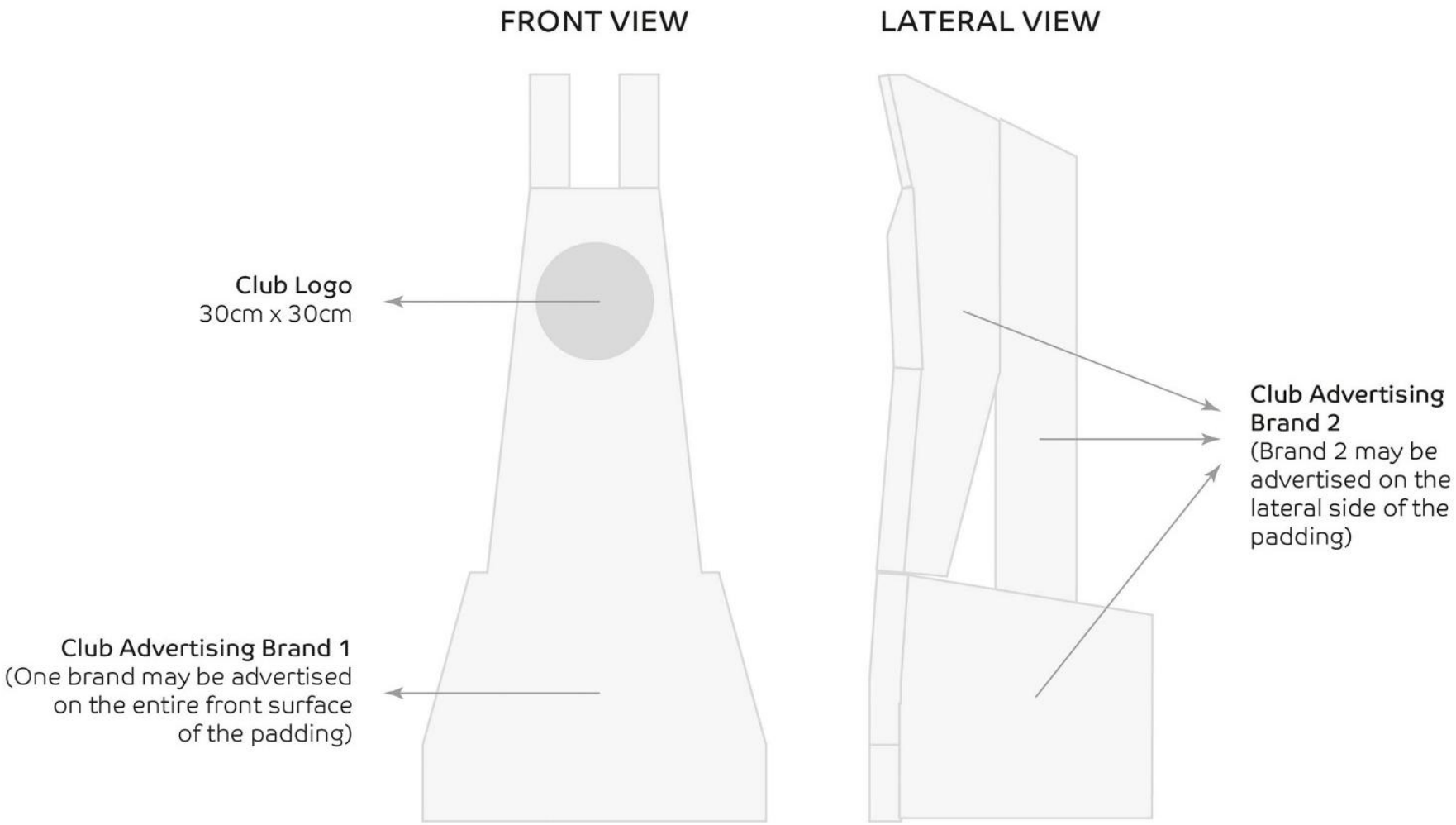


GRAPHIC 7
BACKBOARD BRANDING AND LEDS



GRAPHIC 8
COURTSIDE ADVERTISING

Technical Equipment – PADDING (Front and Lateral Sides)

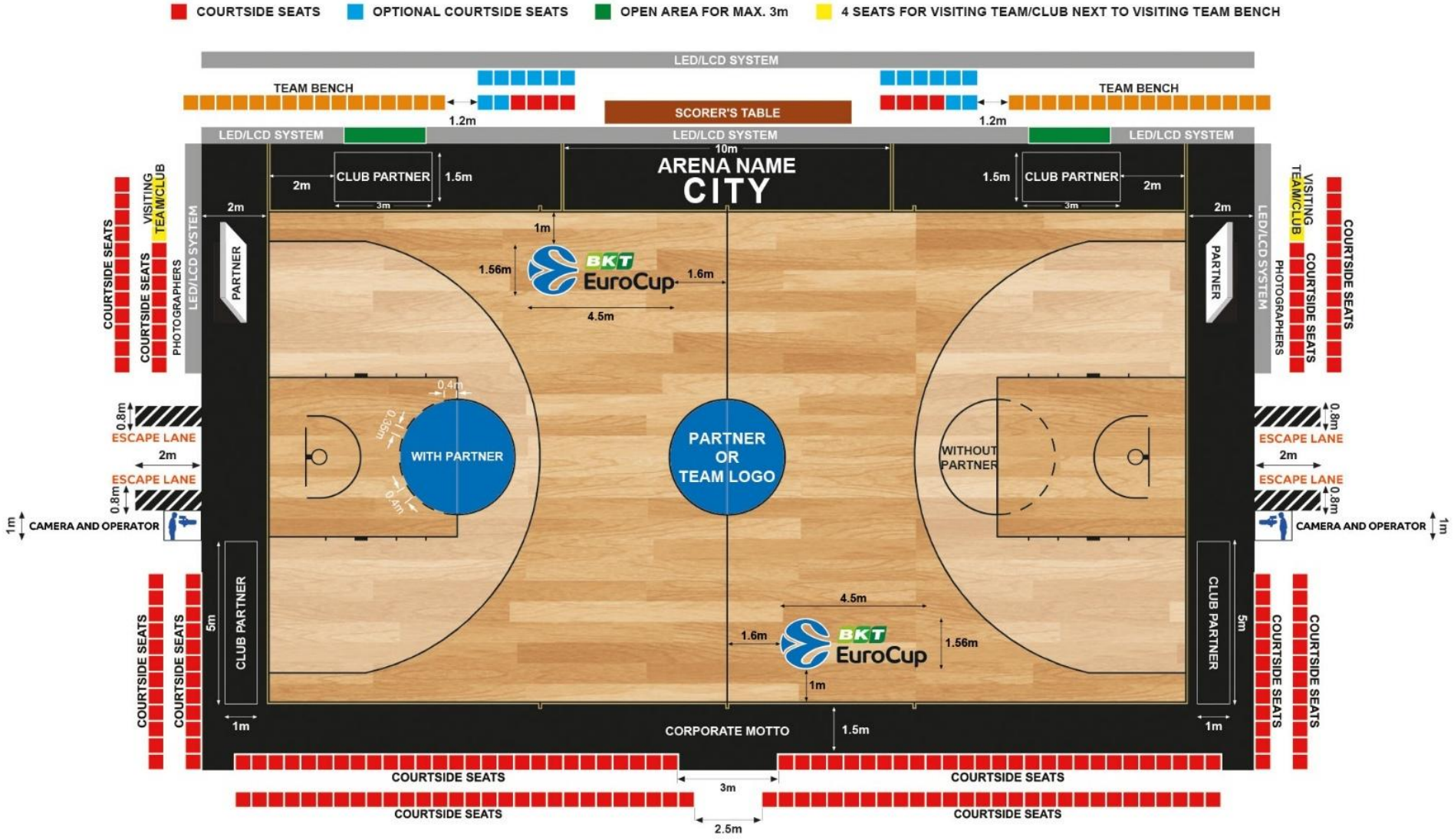


GRAPHIC 9
SHOT CLOCK AND ADDITIONAL GAME CLOCK



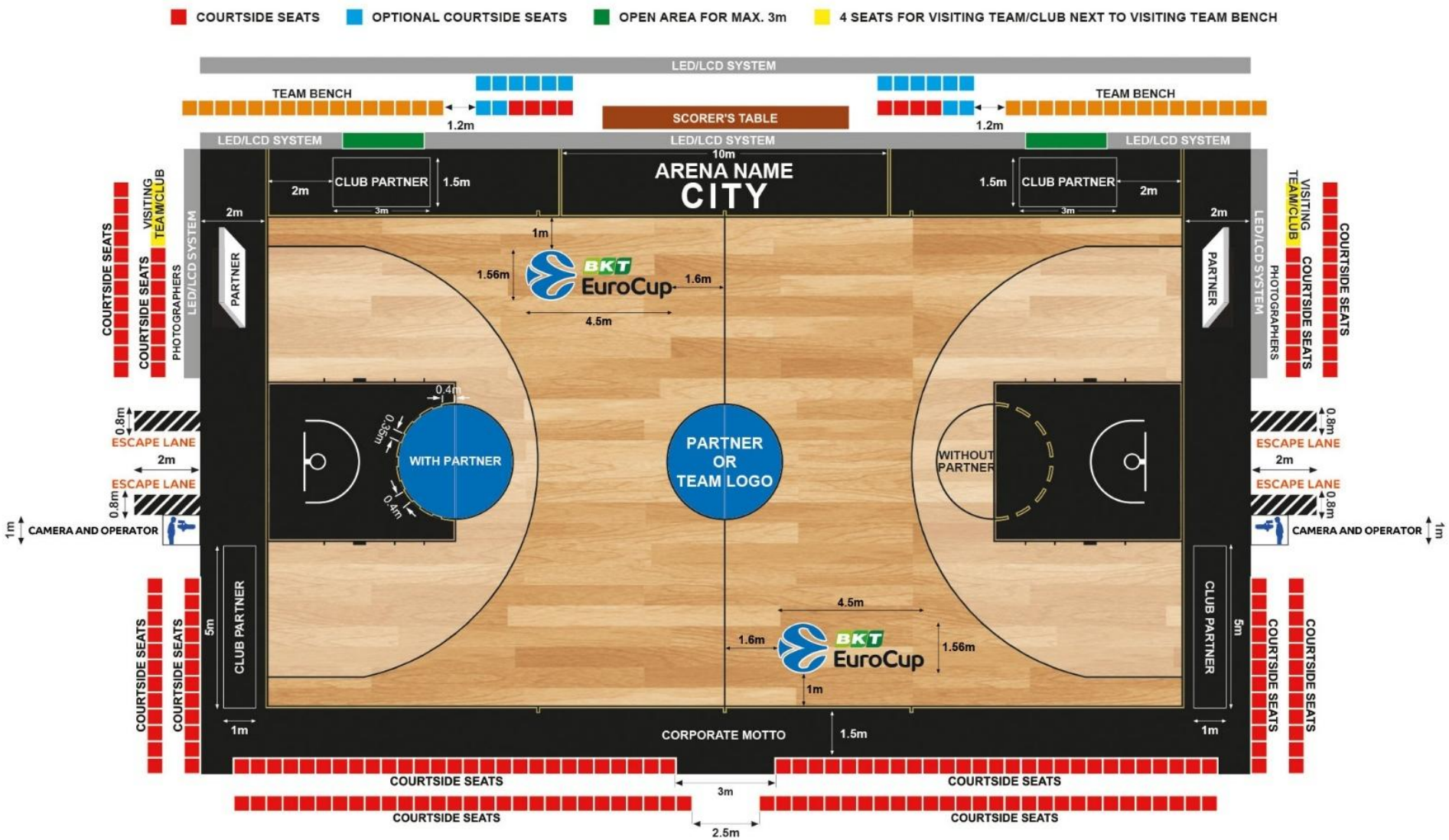
GRAPHIC 10
GRAPHIC 10A
PLAYING COURT AREA LAYOUT

Courtside Seats next to the Team Benches



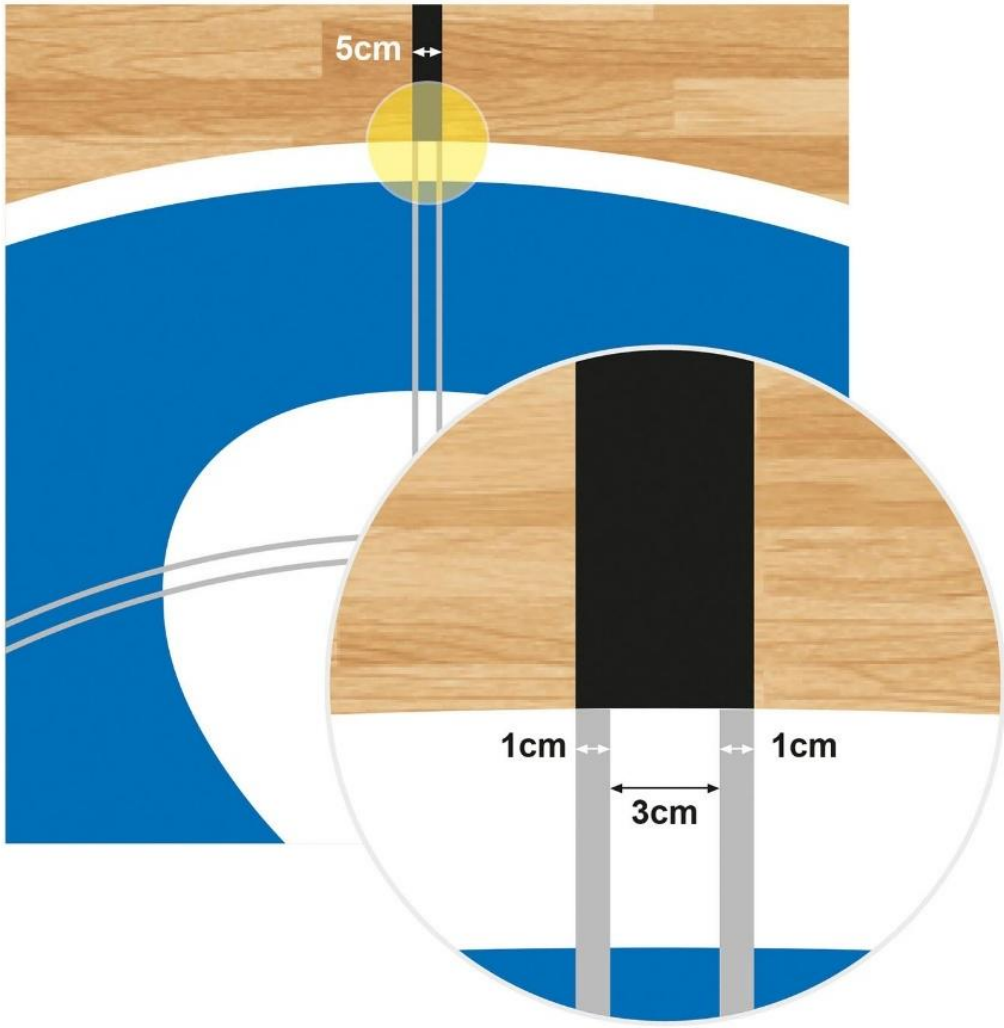
GRAPHIC 10B
PLAYING COURT AREA LAYOUT

Courtside Seats next to the Team Benches / Alternative Colour of the Playing Court



GRAPHIC 10C
CENTRE CIRCLE AREA LAYOUT

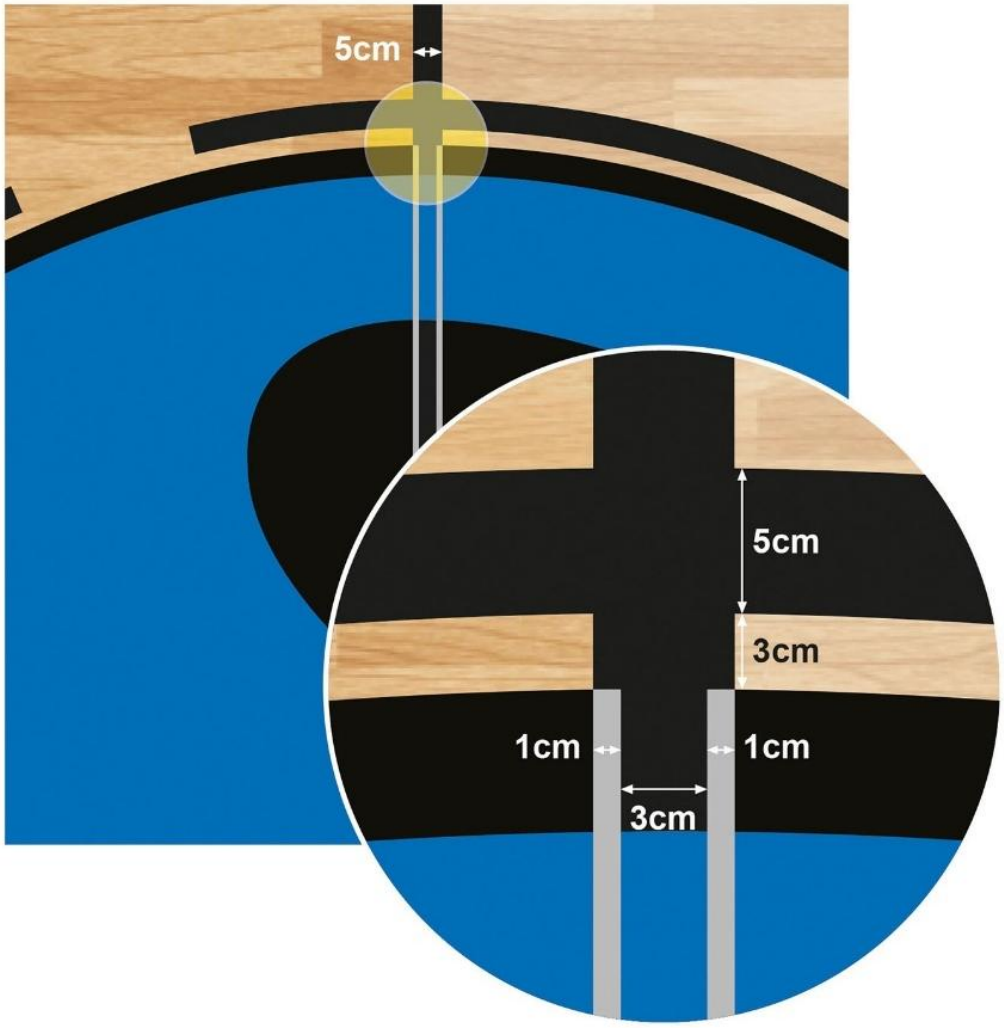




GRAPHIC 10D
FREE-THROW AREA LAYOUT

Only when the colour of the free-throw partner logo is the same as that of the lines marking the playing court





GRAPHIC 11
GRAPHIC 11A
LED GLASS FLOOR PLAYING COURT AREA LAYOUT

Team Presentation / Time-Outs / End of Quarters



GRAPHIC 11B
LED GLASS FLOOR PLAYING COURT AREA LAYOUT

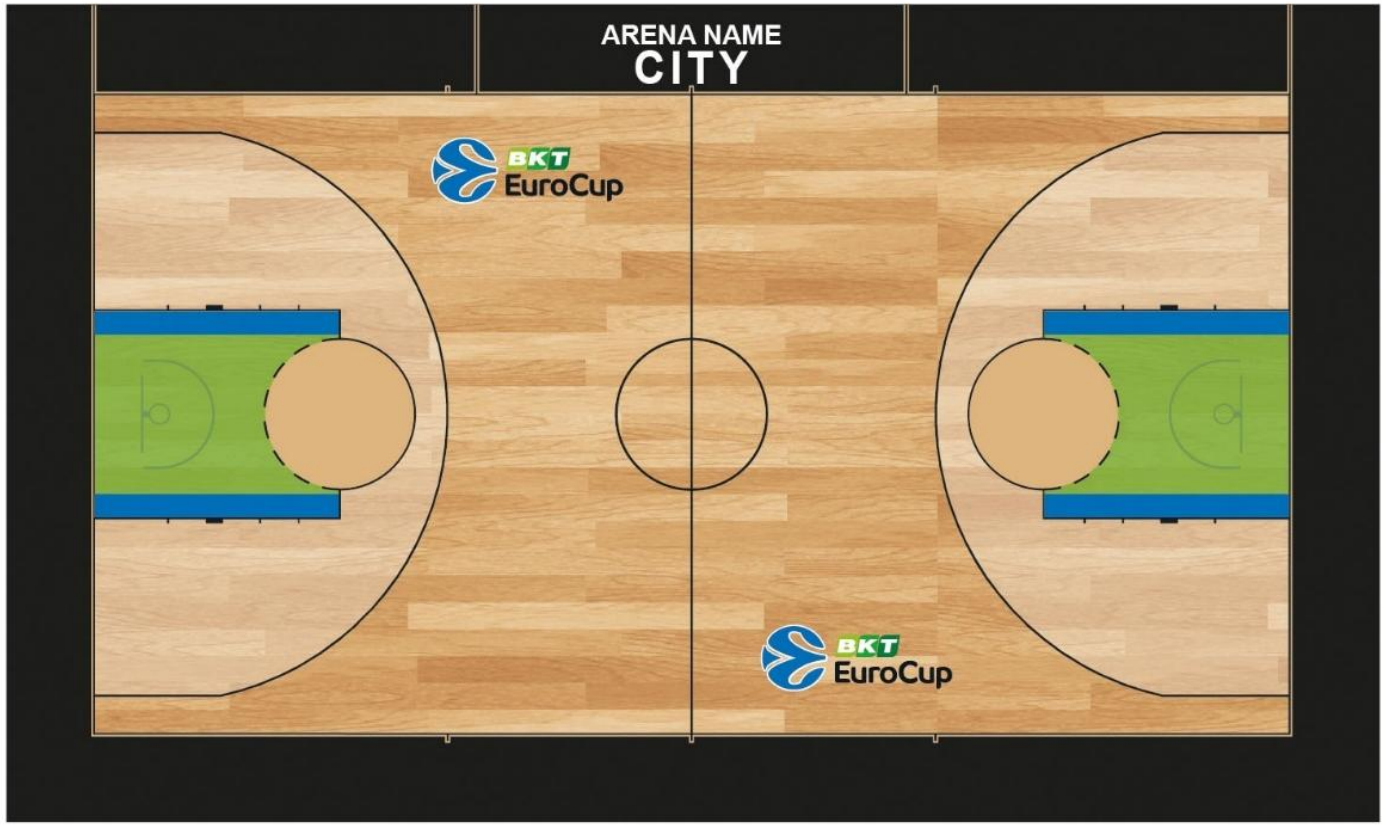
Free-Throws / Three-Pointers



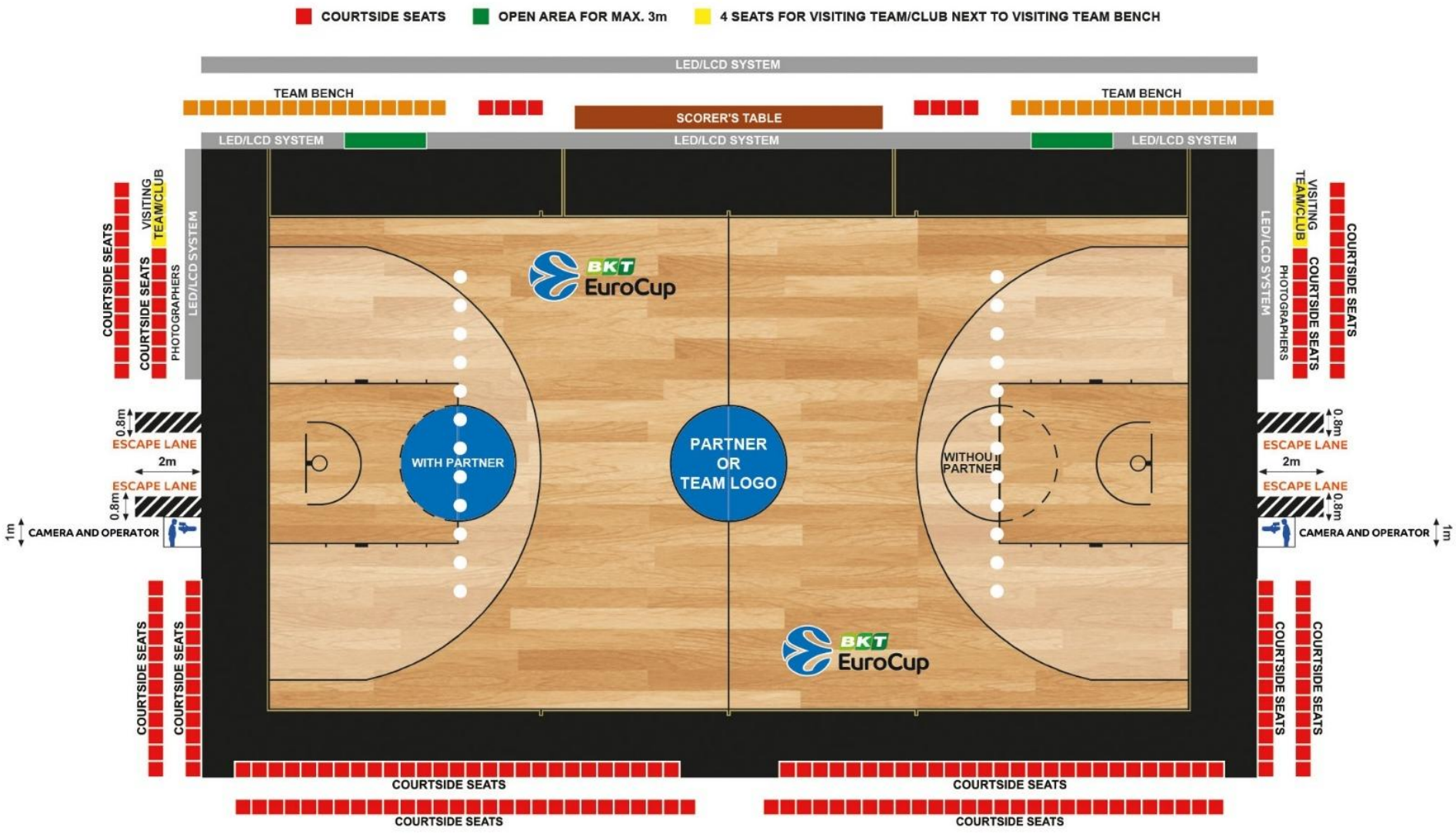
GRAPHIC 11C
LED GLASS FLOOR PLAYING COURT AREA LAYOUT

Dunks

LOGO AREA MARGIN AREA WITHOUT ANIMATION



GRAPHIC 12
TEAM PRESENTATION



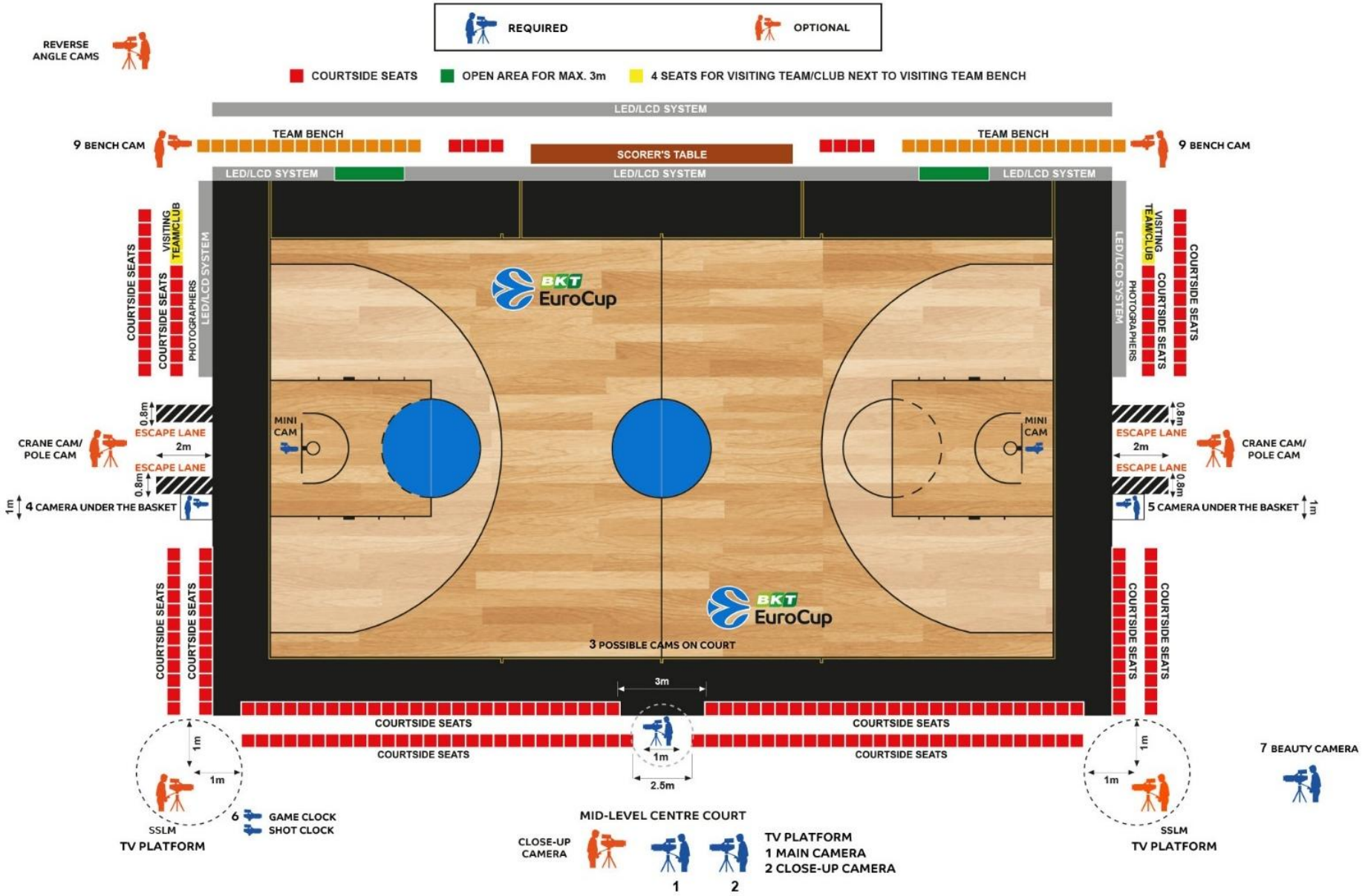
GRAPHIC 13
SCORER'S TABLE POSITIONS

A	Visiting Club Media Director *
B	IRS Operator + IRS Monitor
C	Caller 2
D	Data Entry Scorer
E	Caller 1
F	Timer + Digital Scoresheet Monitor
G	Shot Clock Operator
H	Arena Coordinator
I	Euroleague Basketball Delegate
J	Speaker
A	Visiting Club Media Director *

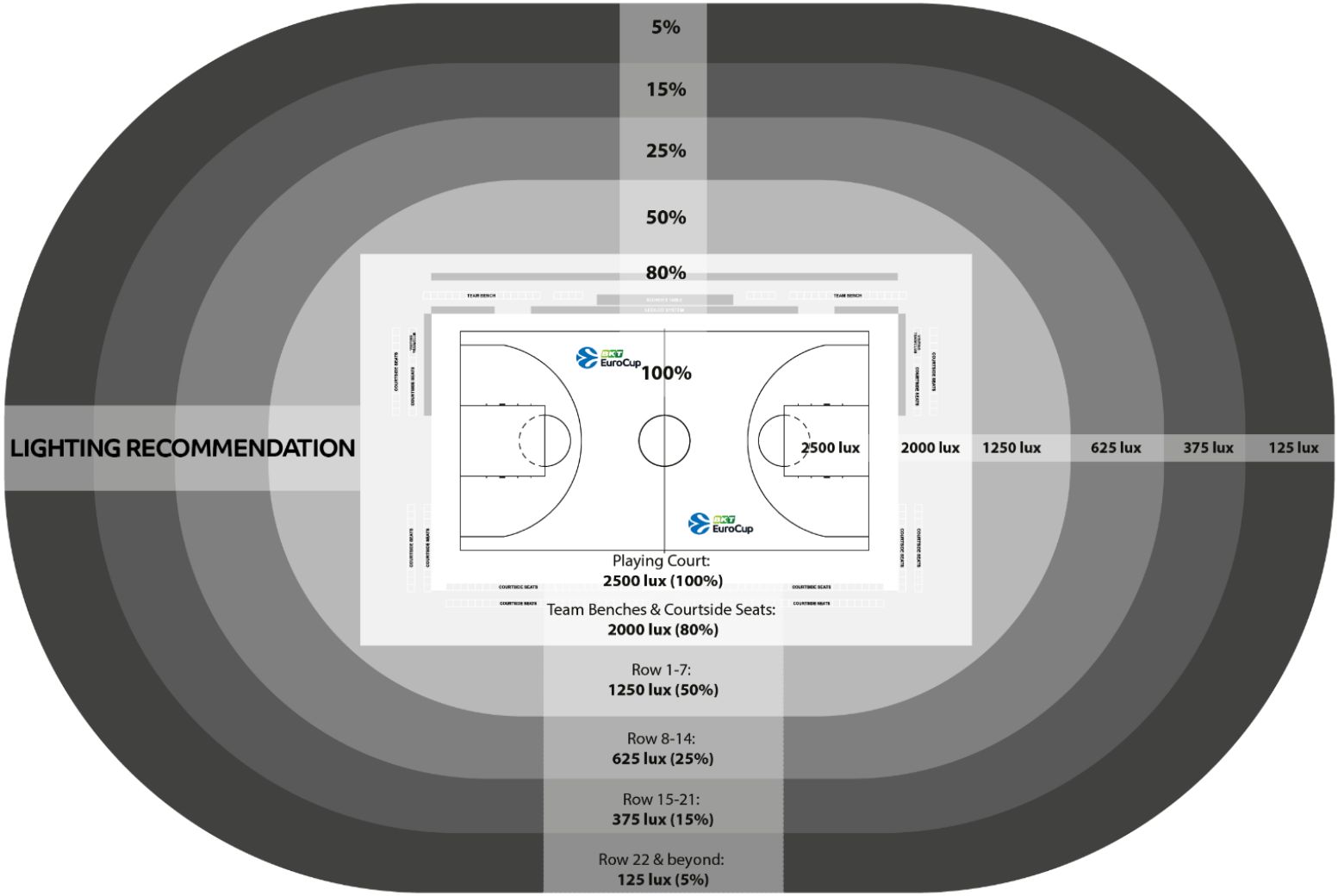
*To be located at the position next to the visiting team bench



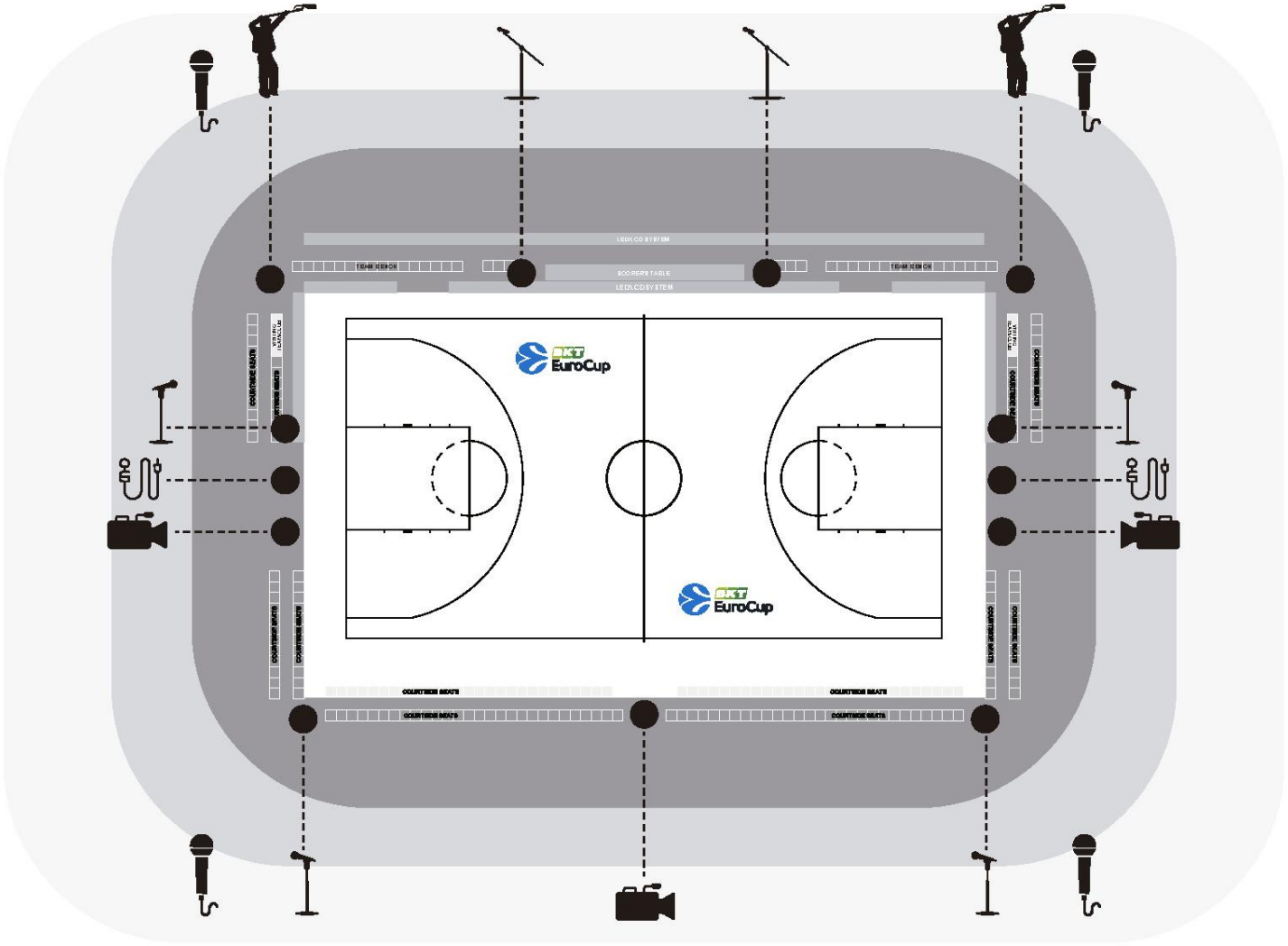
GRAPHIC 14
REQUIRED AND OPTIONAL CAMERA LOCATIONS



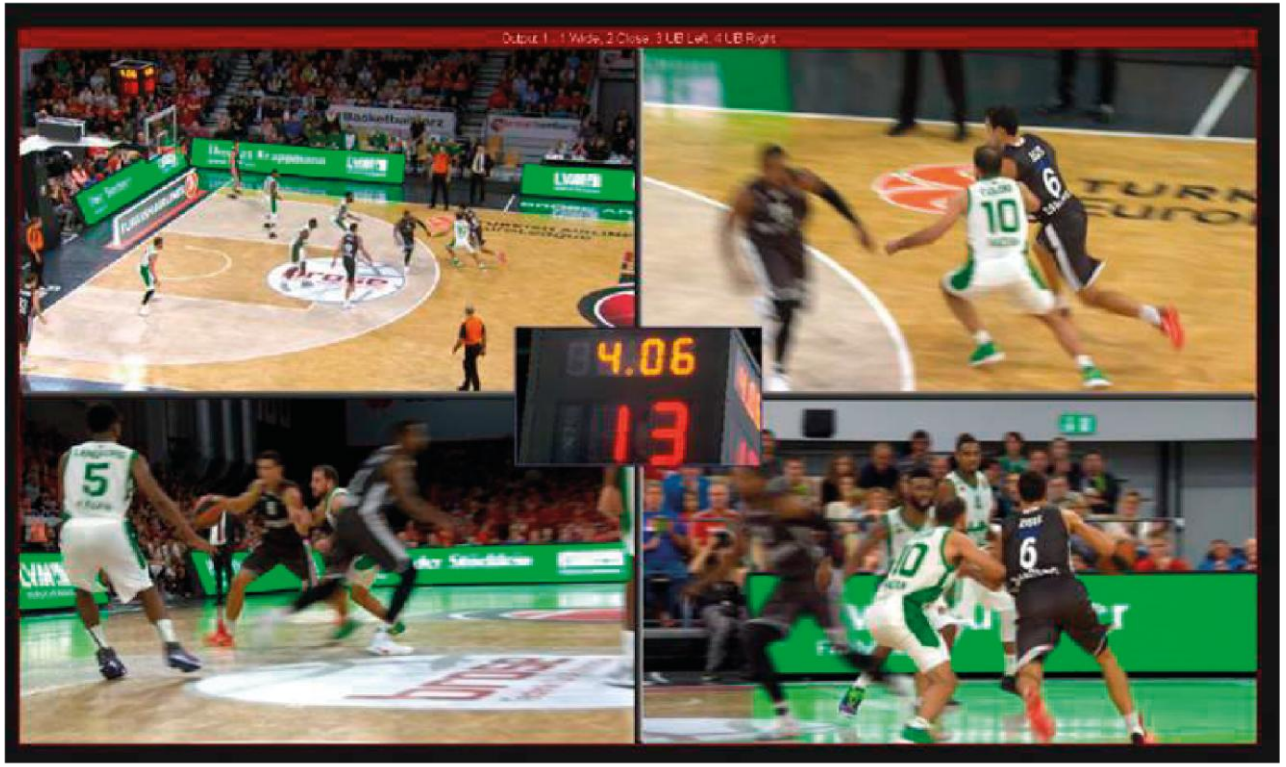
GRAPHIC 15
LIGHTING RECOMMENDATION



GRAPHIC 16
STEREO SOUND DIAGRAM



GRAPHIC 17
INSTANT REPLAY MONITOR SET-UP



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 Ventures 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 and fair play 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 "Euroleague Basketball 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 and in the relevant bylaws. Subsidiarily, the laws of Switzerland will apply. In case of a lacuna in the relevant bylaws, the hearing bodies may decide to apply 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), the collective framework agreements 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 Euroleague Basketball 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).

3.3 Infringements of the relevant Financial Stability and Fair Play Regulations or infringements contained in this Code (Chapter II, Section III) or in any other resolutions or provisions determined by the relevant bodies as established in this Code.

3.4 Infringements related to the failure to honour awards of the Euroleague Basketball Dispute Resolution Chamber (Chapter II, Section IV).

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, the Appeals Panel, the Management Control Commission (hereinafter "MCC") and the Finance 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 —which will serve as Finance Panel — and an Appeals Judge — who will serve as President of the Appeals Panel and the Finance Panel when appropriate — all of whom will have legal training. The Finance Panel may be assisted by economic advice. 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. When exercising the disciplinary power, the hearing bodies will apply a comfortable satisfaction standard of proof unless otherwise provided by this Code.

Article 5 Duties of clubs

The clubs are responsible for complying with the agreements, resolutions and regulations referred to in Article 2 and Article 3 above, and for ensuring the exemplary behaviour of their Individuals and fans during the Euroleague Basketball 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 Euroleague Basketball competitions.

The clubs are responsible for ensuring the compliance with sanctions imposed to the Individuals in accordance with this Code; in particular, for ensuring the implementation of the temporary or permanent prohibition for the Individuals to access the arena.

The clubs must deliver a copy of the Code to their players, coaches and/or in general to all their Individuals. In addition, the clubs must immediately inform their Individuals whose rights or interests may be affected about any disciplinary proceeding, including but not limited to the notification of the opening of the proceeding and its resolution.

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, and/or participation in Euroleague Basketball competitions, games and/or events.

d) Temporary or permanent disqualification from the competition, or prohibition of being registered in 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 total or partial closure of the arena.

f) Loss of the game and, when applicable, the playoff series.

g) Victories discounted from the team's standing.

h) Temporary loss of the economic rights (economic rights being understood as the rights to receive the economic distribution for their participation in the Euroleague Basketball competitions) and/or political rights (political rights being understood as the rights to participate and/or vote in the governing bodies of the Companies).

i) Permanent or temporary disqualification from the Euroleague Basketball competitions up to a maximum of three consecutive seasons, with the corresponding loss of rights.

j) Prohibition of registering new players and coaches.

Article 8 Conditionally suspended sanctions

The hearing body may impose a conditionally suspended sanction. Upon delivery of a decision, the disciplinary sanctions imposed may be suspended totally or partially by the corresponding hearing body or on the reasoned recommendation of the Euroleague Basketball CEO. The suspension period, whether imposed in the original decision or after the issuance of this decision, will last a maximum of three years from the date the original decision has been made in all 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, participating or being present in the arena or events location on the occasion of as many games or period of time 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. If the nature of an Individual's job is to participate in games but the Individual has been

disqualified, they will be strictly prohibited from being present in or adjacent to the team bench area and/or participating in any form during the games they have been suspended for and may only authorized to sit in the spectators seating area, with the exception of the courtside seats.

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 comply with the sanction in the same season, this Individual will have to comply with 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 Euroleague Basketball competitions.

If the sanction is imposed on a club, the club may not register in the Euroleague Basketball competitions for the entire sanction period.

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 or playing behind closed doors

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.

In case of incidents originated in a specific seating section of the arena, the hearing bodies may apply a sanction closing the relevant area of the arena, thus entailing the prohibition of using that seating section. The club will be responsible for preventing the fans who were sitting in that seating section during the game in which the incidents above took place from entering other areas of the arena during the sanction period.

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.

Should a sanction impose a game disqualification on a player or coach during round-robin phases, it will be enforced in the next game that takes place at least 48 hours after the notification of the decision.

Should a sanction impose a game behind closed doors or the closure of an arena, it will be enforced in the next home game that takes place at least 72 hours after the notification of the decision.

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 complied with 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 Euroleague Basketball 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 sanctions, 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. In the event that extenuating factors and circumstances apply in case of serious infringements, the hearing bodies may set the amount below the minimum limits established.

The hearing bodies may order the adoption of the necessary measures to ensure the enforcement of sanctions and/or avoid infringements being committed.

Article 15 Exculpatory circumstances

Exculpatory circumstances include fortuitous events, force majeure, legitimate self-defence to avoid aggression and/or threat to safety, having to prove, on a balance of probabilities, that the alleged infringement was committed due to the honest and reasonable belief of the infringing party that there was a serious threat to the life or safety of any person.

Article 16 Extenuating factors and circumstances

16.1 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.

c) Compelling justification, having to produce enough credible evidence to prove, on a balance of probabilities, that genuine and prevailing reasons exist (or existed) to objectively justify the conduct of the infringing party taking into account all the relevant circumstances.

16.2 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

17.1 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.

17.2 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.

e) Infringements, when they are committed by any person with managerial positions in the club.

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 ban on registering new players and coaches pursuant to an infringement of Article 32 a) or Article 38, or the imposition of a fine, and either of them 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) Compliance with 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 and infringements related to the Euroleague Basketball Financial Stability and Fair Play Regulations will expire 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 compliance with a sanction already in force is breached, if such compliance had already begun.

Article 23 Compliance with sanctions

The non-compliance with an imposed sanction or provisional or conservatory measure adopted by the Euroleague Basketball CEO, the Disciplinary Judge, the Appeals Judge, the Appeals Panel, the MCC or the Finance Panel will be considered an additional infringement and penalised directly by the Euroleague Basketball CEO through a fine of 30,001 euros to 280,000 euros. The Euroleague Basketball CEO may reinstate the original sanction to be executed totally or partially.

CHAPTER II

Infringements and Sanctions

SECTION I INFRINGEMENTS AND SANCTIONS RELATED TO THE MANAGEMENT AND ADMINISTRATION OF THE EUROLEAGUE BASKETBALL 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 or by the disciplinary bodies.

f) Public statements, including those made on social media or any medium of communication, 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, including those made on social media or any medium of communication, made by persons associated with the clubs, damaging the image or interests of the Euroleague Basketball competitions or the Companies, endangering duly harmonious relationships among clubs, which may lead to violence, show disrespect, be discriminatory, or prove offensive to the Euroleague Basketball competitions or the Companies, any persons, bodies or managing authorities appertaining thereto, or persons that hold legal 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 Euroleague Basketball competitions. The clubs will be liable for all actions committed by any of its Individuals if the club received an advantage from these actions.

i) The direct or indirect participation in betting on any basketball-related bet, including the passing on of confidential information (it being understood as any information relating to any competition that a person possesses by virtue of their position in relation to the Euroleague Basketball competitions, excluding any information already published or common knowledge that are easily accessible to interested members of the public or disclosed in accordance with the applicable rules and regulations) that may be subsequently used for betting.

j) Failure to report any suspicious activity or approach with regard to potential match-fixing infringements.

k) Failure to cooperate in an investigation, or obstructing or delaying any investigation by concealing, tampering with or destroying any documentation or other information that may be relevant to any investigation on potential serious infringements.

l) Non-fulfilment of the material duties as set forth in the collective framework agreements.

m) Refusal to take part in the mediation proceedings and/or the breach of the settlement agreement reached in them.

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 including those made on social media or any medium of communication, towards the Euroleague Basketball 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 Euroleague Basketball competitions or the Companies.

c) Any public statements, including those made on social media or any medium of communication, related to the performance of the referees or any member of the Company's Officiating Department.

d) Any damages caused to the Euroleague Basketball 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 Euroleague Basketball competitions or the Companies when they do not amount to a serious infringement.

e) Inadequately providing the data and/or documentation required by the Companies or after the deadline set, according to the provisions established in the applicable regulations.

f) Negotiating with another club or Individual while they are under contract, or attempting to persuade an Individual employed by another club participating in the Euroleague Basketball competitions to join the club, directly or through any related Individuals and any other third party acting on behalf of the club or the Individual, or making public comments in any media format that directly or indirectly attempt to persuade the Individual to join the club, unless the club of origin has previously granted express permission to negotiate with and/or make an offer to the Individual.

g) Any serious case of poor organisation of a game when it does not amount to a serious infringement.

h) Lack of cooperation and accessibility of the coaches and players with the Company, the TV crew or with the media in general.

i) Non-fulfilment, of the obligations contained in the collective framework agreements, when the actions do not amount to serious infringements.

j) 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.

k) 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.

l) 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/or political rights.

c) Temporary or permanent disqualification from the Euroleague Basketball competitions with the corresponding loss of rights.

d) Temporary or permanent prohibited access to the arena, or participation in Euroleague Basketball games and/or events.

e) Temporary or permanent disqualification from holding a position in the governing bodies of the Companies.

f) Victories discounted from the team's standing.

g) Total or partial closure of the arena for a period ranging from one to 15 games.

h) 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/or political rights, for up to one year.

d) Temporary disqualification from the Euroleague Basketball 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 or participation in Euroleague Basketball games and/or events for up to one entire season.

SECTION II INFRINGEMENTS AND SANCTIONS RELATED TO GAMES OR EUROLEAGUE BASKETBALL COMPETITIONS

Article 26 General provisions

Infringements of the rules of the game or the Euroleague Basketball competitions are actions and omissions that, during the course of the game or the Euroleague Basketball 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 Article 29 to Article 32 of the EuroLeague Regulations, or Article 29 to Article 32 of the EuroCup Regulations.

c) Threatening, humiliating or degrading actions towards a member of the officiating crew, another Individual, the public, a fan, or any person in general.

d) Discriminatory actions by word or deed towards a member of the officiating crew, another Individual, the public, a fan, or any person in general.

e) All acts and any kind of conduct that directly or indirectly lead to or induce violence.

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 and/or participation in Euroleague Basketball competitions, games and/or events for a period from one to four years.

c) Temporary disqualification from the Euroleague Basketball competitions for a period from one to four years or for three or more games.

d) Permanent disqualification from the Euroleague Basketball competitions.

e) Victories discounted from the team's standing.

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 and/or participation in Euroleague Basketball competitions, games and/or events 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.

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) Physical 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) Threatening, humiliating, degrading or racist actions, by word or deed, towards a member of the officiating crew, another club, Individual, the public, a fan, or any person in general.

g) Incidents generated by the public, including the throwing of objects on to the playing area, and the lighting of fireworks, crackers, flares or any other objects inside the arena, 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.

h) 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.

i) The participation of a player not included on the Authorisation List or any other improper fielding of a player.

j) Incidents or disturbances caused by the fans in the official venues for any events organised by EP and/or the Companies, and their surroundings that pose a threat to public order, entail a danger to the safety of persons, property and the environment, and/or interfere with public services.

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 40 minutes before the beginning of a game, all the documents of the team members.

d) The lighting of fireworks, crackers, flares or any other objects inside the arena provided that such incidents do not amount to a serious infringement.

e) The use of laser pointers or similar electronic devices directed at the people involved in a game or any other objects that could disturb their job.

f) Conduct on the part of a group of people or an unidentified person consisting in 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.

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 with the exception of what is established in Article 31 below.

b) Loss of the game and, when applicable, the playoff series.

c) Victories discounted from the team's standing.

d) Temporary disqualification from the Euroleague Basketball competitions for a period of one season or up to a maximum of three consecutive seasons.

e) Permanent disqualification from the Euroleague Basketball competitions.

f) Replay of the game either in the same arena as the original game, in a neutral arena or behind closed doors.

g) Total or partial 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 series.

d) Temporary disqualification from the Euroleague Basketball competitions for up to one season.

e) Partial closure of the arena for a period of up to five games.

Article 31 Specific sanction for 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 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 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 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 Euroleague Basketball competitions 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.

SECTION III INFRINGEMENTS AND SANCTIONS RELATED TO THE EUROLEAGUE BASKETBALL FINANCIAL STABILITY AND FAIR PLAY REGULATIONS

Article 32 Types of infringements

The following are considered infringements:

a) Having overdue payables with former players, coaches and/or club employees, having overdue payables for more than the period established in the respective Financial Stability and Fair Play Regulations with current players, coaches and/or club employees, and/or having overdue payables with other clubs participating in the Euroleague Basketball competitions, the Companies or any of their respective successors, licensees or assignees (either directly by the club or indirectly by any other companies in which the club, its owners, managers or any person(s) acting for the club participate), and/or any tax or social authorities ("overdue payables" mean due and legally enforceable debts).

b) Presenting an aggregate deficit from the three immediately previous seasons that exceeds the percentage established in the respective Financial Stability and Fair Play Regulations.

c) Not providing the documentation or not respecting the deadlines established in the respective Financial Stability and Fair Play Regulations.

d) Failure to cooperate in any investigation carried out by the Companies, including providing false or inaccurate statements or documents or omitting to provide due information or documents.

e) Not fulfilling the compliance plan agreed together with the MCC or ratified by the latter as a consequence of a monitoring process or adjudicatory proceeding.

f) Not demonstrating revenues above the amount established in the respective Financial Stability and Fair Play Regulations across an entire season.

g) Not fulfilling the financial criteria established in Article 2 of the EuroLeague Financial Stability and Fair Play Regulations or Article 3 of the EuroCup Financial Stability and Fair Play Regulations.

Article 33 Sanctions

The sanctions that may be ordered for the infringements considered in this Section III are the sanctions set forth in Article 7.2 to be imposed as follows:

a) Warning.

b) A fine of up to 280,000 euros, with the exception of what is established in Article 35, Article 36 and Article 37 below.

c) Temporary or permanent loss of economic and/or political rights.

d) Temporary or permanent disqualification from the Euroleague Basketball competitions with the corresponding loss of rights.

e) Victories discounted from the team's standing.

f) Temporary disqualification from holding a position in the governing bodies of the Companies.

g) Prohibition of registering new players and coaches.

h) Limitation on player expenses.

i) Limitation on contributions from the shareholders/related parties of each club.

Article 34 Specific sanction for having overdue payables towards players and/or coaches

In the event that a club is sanctioned for overdue payables towards current or former players or coaches, an automatic ban on registering new players and coaches will be in place until an agreed

settlement is reached by the parties regarding the overdue payables. The Finance Panel may impose any additional sanction as indicated in Article 18.

Article 35 Specific sanction for excess in direct or indirect contributions from the shareholders/related parties above the total expenses as established in the respective Financial Stability and Fair Play Regulations

In the event that the direct or indirect contributions from the shareholders/related parties of a club exceed the allowed amount established in the respective Financial Stability and Fair Play Regulations for an entire season, the club will be sanctioned with a sum in relation to the exceeded amount in accordance with the table below:

Excess above the Allowed Amount		Club Budget Level					
From	To	< €15m		€15m - €30m		>€30m	
		First Infringement	Recidivist	First Infringement	Recidivist	First Infringement	Recidivist
€0	€1,000,000	10%	15%	20%	30%	40%	60%
€1,000,001	€2,000,000	20%	30%	40%	60%	80%	120%
€2,000,001	+	30%	45%	60%	90%	120%	180%

The Finance Panel may apply extenuating factors and/or circumstances to the table above.

Article 36 Specific sanction for allocating to player remunerations an amount that exceeds the allowed amount established in the respective Financial Stability and Fair Play Regulations

In the event that a club exceeds the allowed amount established in the respective Financial Stability and Fair Play Regulations, it will be sanctioned with a sum in relation to the exceeded amount in accordance with the table below:

Excess above the Allowed Amount		Club Budget Level					
From	To	< €15m		€15m - €30m		>€30m	
		First Infringement	Recidivist	First Infringement	Recidivist	First Infringement	Recidivist
€0	€1,000,000	5%	10%	10%	20%	20%	40%
€1,000,001	€2,000,000	10%	20%	20%	40%	40%	80%
€2,000,001	+	15%	30%	30%	60%	60%	120%

The Finance Panel may apply extenuating factors and/or circumstances to the table above.

Article 37 **Specific sanction for providing false or inaccurate statements or documents or omitting to provide due information or documents**

In the event that a club provides false or inaccurate information regarding players' and/or coaches' contracts, it will be sanctioned with a fine amounting to double the defrauded amount.

SECTION IV INFRINGEMENTS AND SANCTIONS RELATED TO THE EUROLEAGUE BASKETBALL DISPUTE RESOLUTION CHAMBER

Article 38 **Types of infringements**

The failure to honour an award of the Euroleague Basketball Dispute Resolution Chamber may be object of any of the following sanctions

a) Warning.

b) A fine of up to 280,000 euros.

c) Temporary or permanent loss of economic and/or political rights.

d) Temporary or permanent disqualification from the Euroleague Basketball competitions, with the corresponding loss of rights, or prohibition of being registered in the Euroleague Basketball competitions.

e) Victories discounted from the team's standing.

f) Prohibition of registering new players and coaches.

g) Limitation on player expenses.

h) Limitation on contributions from the shareholders/related parties of each club.

CHAPTER III

Doping Infringements and Sanctions

Article 39 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 40 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 41 Right of intervention and representation

Proceedings directed towards Individuals will be notified to the club with which the Individual is linked. Any person or entity whose rights or interests may be affected by the opening of a proceeding 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 hearing body 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 42 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 Article 16 and Article 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 43 Presumption of truthfulness

The presumption of truthfulness will be applied to the scoresheet of the game, together with any complementary reports of the officiating crew, the Euroleague Basketball delegate(s) and Euroleague Basketball representative(s) at the game, though these documents can be contested by any means of evidence admitted by law.

Article 44 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 Euroleague Basketball CEO regarding the penalty for not complying with a sanction or an EBDRC award, and decisions of the Disciplinary Judge and the Appeals Judge — or the Appeals Panel when appropriate, as established in Article 63.

Article 45 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. In urgent cases, the operative part of the final decision may be communicated to the defendant before the fully reasoned decision. The decision will be enforceable from the date of the notification of its operative part.

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 46 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.

The costs of the proceedings filed with the Finance Panel must be divided fairly between the parties to the proceeding depending on the result.

Should any party be requested to make a payment in the exercise of its rights under the present Disciplinary Code, it must make the corresponding payment to the following bank account:

Beneficiary:	Euroleague Properties S.A. 60, Grand-Rue, L-1660 Luxembourg
Bank:	BIL Banque Internationale à Luxembourg S.A. 69, Route d'Esch, L-2953 Luxembourg
IBAN:	LU62 0023 1925 4386 8500
BIC:	BILL LULL (DEXIA)

SECTION II PROCEDURES

SUBSECTION I PROCEDURES FOR INFRINGEMENTS UNDER THE MATERIAL SCOPE OF ARTICLE 3.1

Article 47 Jurisdiction based on the type of infringement

47.1 **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 50.

47.2 **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 51 and, in the case of appeals, by the Appeals Judge or — where appropriate — the Appeals Panel.

Article 48 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 49 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 50 Procedure for minor infringements

50.1 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.

50.2 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.

50.3 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.

50.4 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.

50.5 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 51 Procedure for serious infringements

51.1 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.

51.2 After this proceeding has been opened, the Disciplinary Judge may explain and order ex officio any provisional measures deemed necessary.

51.3 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 51.1.

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 hearing may be electronically recorded.

The Disciplinary Judge is entitled to decide to extend, when necessary, the period set for handling the case.

51.4 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.

51.5 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 INFRINGEMENTS UNDER THE MATERIAL SCOPE OF ARTICLE 3.2

Article 52 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 53 and, in exceptional

circumstances, Article 54. 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 53 Ordinary proceedings

53.1 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 55 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.

53.2 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 receipt of the scoresheet at the Euroleague Basketball office at the end of the game.

53.3 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 receipt of the scoresheet at the Euroleague Basketball office at the end of the game.

53.4 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.

53.5 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.

53.6 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.

53.7 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 53.3.

53.8 If any of the reports referred to in the previous Article 53.3 and Article 53.4 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.

53.9 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.

53.10 The Disciplinary Judge will make the ruling within seven days from the time he considers that the exchange of communications is complete.

53.11 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 54 Exceptional proceedings

54.1 In non-round robin phases, the procedure for the general proceedings will be applied, except for the following:

a) The time periods established in Articles 53.2 and 53.3 will be reduced to 90 minutes following the receipt of the scoresheet at the Euroleague Basketball office at the end of the game.

b) The time periods established in Article 53.8 will be reduced to 12 hours.

c) The Disciplinary Judge will make his ruling as promptly as possible, always within 24 hours following the receipt of the scoresheet at the Euroleague Basketball office at the end of the game.

54.2 Exceptionally, in the last possible game of a non-round robin phase (i.e. when the participating teams are tied in victories and the winner advances to the following phase) and provided that there are more than seven days before any upcoming game or if it is the last game of the competition, the following will apply:

a) The time periods established in Articles 53.2 and 53.3 will be set to 12 hours following the receipt of the scoresheet at the Euroleague Basketball office at the end of the game.

b) The time periods established in Article 53.8 will be set to 12 hours.

c) The Disciplinary Judge will make his ruling as promptly as possible, always within 48 hours following the receipt of the scoresheet at the Euroleague Basketball office at the end of the game.

Article 55 Signing of the scoresheet

Without prejudice to Article 6, the team head coach 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 time the ball is dead following the decision or incident that is the reason for the protest. If the incident to be protested occurs whilst the ball is dead, the protest must be made at this moment. When the protest is regarding an incident that occurred in the last game action, it must be made before the crew chief signs the scoresheet.

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 receipt of the scoresheet at the Euroleague Basketball office at 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 52.

In non-round robin phases, the club must present the full text of its protest within 90 minutes following the receipt of the scoresheet that has been signed under protest at the Euroleague Basketball office at the end of the game. This proceeding will be conducted in accordance with the Exceptional Proceedings established in Article 54.

SUBSECTION III GAME-RELATED SITUATIONS

Article 56 Anomalies between the result of a game and the scoresheet

When the 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 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 53, or if the circumstances so warrant, Article 54.

Article 57 Suspension of the game

For all instances when a game is suspended under Articles 29 to Article 32 of the EuroLeague Regulations or Article 29 to Article 32 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 53, or if the circumstances so warrant, Article 54.

SUBSECTION IV PROCEDURES FOR INFRINGEMENTS UNDER THE MATERIAL SCOPE OF ARTICLE 3.3

Article 58 Jurisdiction

Infringements within the material scope of Article 3.3 will be heard and resolved by the MCC and the Finance Panel pursuant to the provisions set forth in the following articles.

Article 59 Monitoring phase

59.1 The MCC, as a consequence of its duties, will monitor the financial position of a club. For this purpose, it may collect all relevant evidence from the club, by itself, by requesting compliance audits, or by requesting the Companies to carry out an investigation.

Upon the opening of a monitoring phase by the MCC for a potential infringement of the Euroleague Basketball Financial Stability and Fair Play Regulations, the MCC will inform the Euroleague Basketball CEO, who may impose provisional measures to ensure the effectiveness of the investigations carried out, including but not limited to temporary suspension of economic distribution rights.

The club may provide any type of evidence to support its case. In principle no hearings are held. Upon written request from the parties concerned, the MCC may decide to hold a hearing with oral arguments at the place that it will determine. The hearing may be electronically recorded. All costs derived from this hearing will be covered by the requesting party.

59.2 After all evidence has been collected, the MCC will assess the entire proceeding and may:

a) dismiss the case;

b) conclude, with the consent of the club, a settlement agreement as per Article 60 that may include disciplinary measures;

c) refer the case to the Finance Panel.

The decision of the MCC will be notified to the club in writing.

Article 60 Settlement agreement

The MCC may conclude a settlement agreement with the consent of the club in order to establish a compliance plan to be fulfilled by the club, which 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.

d) The possible application of disciplinary measures.

The completion period of the plan may not exceed three seasons. During the assessment process, the MCC may request the information considered appropriate to check the compliance status of the plan. The failure to comply with the requirements established herein will be considered as a new infringement. The MCC may establish the consequences of this non-fulfilment in the settlement agreement.

Article 61 Adjudicatory proceeding

61.1 The MCC may decide to refer a case to the Finance Panel. The report of the MCC regarding the case will include a summary examination of the facts, an outline of the gathered evidence, a reference to the allegedly breached provisions and a proposal as regards the final decision of the Finance Panel, including, if appropriate, any disciplinary measures.

61.2 The Finance Panel will inform the club of the opening of an adjudicatory proceeding, with an account of the facts, the corresponding circumstances, the alleged infringement(s), the allegedly breached articles and the articles to be applied.

61.3 The Finance Panel will inform the club that it will be entitled to submit its written observations within a suitable time limit. After these, no further documents may be submitted except under exceptional circumstances and with the consent of the Finance Panel.

In principle no hearings are held. Upon written request from the parties concerned, the Finance Panel may decide to hold a hearing with oral arguments at the place that it will determine. The hearing may be electronically recorded. All costs derived from this hearing will be covered by the requesting party.

61.4 The Finance Panel will issue the ruling within 30 days from the time it considers that the exchange of communications is complete.

61.5 In the ruling, the Finance Panel will record the facts 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.

61.6 The Finance Panel will issue its resolution in writing, in which it may:

a) dismiss the case; or

b) impose the corresponding disciplinary measures.

61.7 The Finance Panel will establish a deadline of up to 10 days to settle any overdue payables resulting from an infringement of Article 32 a).

61.8 The decisions of the Finance Panel are final and may be directly appealed to the Court of Arbitration for Sport in accordance with Article 64.

SUBSECTION V PROCEDURES FOR INFRINGEMENTS UNDER THE MATERIAL SCOPE OF ARTICLE 3.4

Article 62 Award honouring proceeding

62.1 Any party to a Euroleague Basketball Dispute Resolution Chamber (EBDRC) proceeding, may notify the Euroleague Basketball CEO of the failure to honour an award by the other party, by providing together with its request the complete file of the proceeding.

62.2 The Euroleague Basketball CEO will notify the party concerned, giving them a period of five days from receipt of the notification to make any appropriate arguments in defence, adjoining any pertinent evidence in support of them.

62.3 After this period the Euroleague Basketball CEO will not admit any further arguments in defence other than those specially requested by him.

62.4 The Euroleague Basketball CEO will make the ruling within five days from the time he considers that the exchange of communications is complete. 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.

SUBSECTION VI APPEALS

Article 63 Internal appeals

63.1 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 63.4 below and subject to the rule of Article 44 — 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.

63.2 Exceptions to the foresaid, i.e. the sanctions that may not be appealed against, are 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.

d) Sanctions imposed by virtue of the exceptional proceedings of Article 54 in non-round robin phases.

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.

63.3 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 63.4 below.

63.4 Appeals against permanent disqualification, disqualifications for three or more games, prohibition from having access to the arenas or participation in Euroleague Basketball games and/or events 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.

63.5 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.

63.6 The appeal must be accompanied by a proof of payment of a fee of 600 euros to EP for the right to appeal.

63.7 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.

63.8 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.

63.9 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. The hearing may be electronically recorded. All costs derived from this hearing will be covered by the requesting party.

63.10 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.

63.11 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 64 Court of Arbitration for Sport

64.1 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 including the grounds, 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.

64.2 The defendant to be named in such appeals is EP and any other party to the proceedings before the hearing bodies.

64.3 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 under Chapter IV, Section II, Subsection V.

e) Decisions made following the procedure of Article 54.

f) Decisions by the Disciplinary Judge, Appeals Judge or Appeals Panel concerning decisions made by referees or unified scorers in connection with games, or matters related to the outcome of the games.

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

CHAPTER I

General Regulations

Article 1 Officiating Director

1.1 The Officiating Director will oversee the Officiating Department.

1.2 Functions of the Officiating Director will include:

a) The annual selection and modification of the list of referees officiating games organised by Euroleague Properties S.A. or any of its relevant successors, licensees, or assignees (hereinafter "EP") and/or Euroleague Entertainment & Services, S.L.U. (hereinafter the "Company").

b) The nomination of officials to officiate games.

c) The annual selection and modification of the list of referee coaches.

d) Setting up the administrative and technical criteria that officials must follow during the season.

e) Dealing with the performance and training of officials.

Article 2 Officials and officiating crew

2.1 To all effects, officials will comprise the referees (crew chief, umpire 1, umpire 2) and referee coaches.

2.2 To all effects, the EuroLeague officiating crew will comprise the crew chief, umpire 1, umpire 2 and six unified scorers (timer, shot clock operator, data entry scorer, caller 1, caller 2 and the IRS operator).

2.3 To all effects, the EuroCup officiating crew will comprise the crew chief, umpire 1, umpire 2 and five unified scorers (timer, shot clock operator, data entry scorer, caller 1, caller 2).

Article 3 Written rules

3.1 The Company will establish written rules for the governance of all officials and will be binding upon each of them.

3.2 The Company has the right to amend these rules at its own discretion.

3.3 The officials will be given a copy of these rules.

CHAPTER II

Officials

Article 4 Pre-season clinic

4.1 Prior to the commencement of the Regular Season, the Company may require all referees to report to a pre-season clinic or facility at a place and time designated by the Company.

4.2 Before or during the season, in addition to the pre-season clinic, the Company will have the right to require that officials also attend any pre-season tournament or friendly games.

Article 5 Medical examination

5.1 Prior to the start of the Regular Season the Officiating Director will require that each referee participates in a medical examination conducted by medical practitioners designated by the Company.

5.2 Referees will not be allowed to participate in the preseason clinic without presenting a consent form and certificate of medical fitness in accordance with the specifications established by the Company, duly signed by approved medical practitioner and the referees.

5.3 In the event that a referee has been unavailable to officiate due to serious sickness or injury, they must comply with the Return to Play protocol, established by the Company, which must be fully completed and signed by approved medical practitioner and the referee.

Article 6 Fitness and Rule Tests

6.1 Each referee may be required to undertake and successfully complete prior the start and/or during the season as determined by the Officiating Director at its own discretion:

a) A fitness test;

b) A Basketball Rules theory test.

In the case that a referee does not pass either of the above-mentioned tests before the start of the Regular Season, 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 Officiating Director. In the event that a Referee's physical condition is considered unfit during the course of a season, EP may establish adapted in-season testing for the Referee to pass before he is available to officiate again.

6.2 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 Officiating Director will determine a date and place where the appropriate tests may take place.

6.3 The Company reserves the right to consider individual cases based upon exceptional personal and professional circumstances not covered by these Regulations.

Article 7 Evaluation and selection

7.1 Selection of the referees is based upon the following criteria:

a) The experience and ability of the referee to perform at international level and respective domestic competitions.

b) The evaluation of game performance, physical condition, behaviour, and presentation, as determined by the Officiating Director and referee coaches.

7.2 The evaluation process will be based on the reports from the referee coaches and the Officiating Department. All games from the EuroLeague and EuroCup competitions will be recorded, and performances reviewed by the Officiating Department.

7.3 During the season feedback will be given to referees in the appropriate manner using a combination of verbal, visual and written observations.

7.4 At the mid-season, every referee will receive a performance report that will include strengths and areas to improve. At the end of the season, every referee will receive another performance report.

7.5 Referees whose performances give rise for concern will be contacted by the Officiating Director who will outline the procedures in such cases.

Article 8 Nominations

8.1 The Officiating Director will nominate three referees to officiate each game (crew chief, umpire 1 and umpire 2).

8.2 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.

8.3 The Officiating Director will nominate a referee coach in those games that he may see fit.

8.4 The Officiating Director will inform officials of their nominations. All officials are obliged to confirm their availability for nominations by the required dates within 24 hours.

8.5 Any officials who for unforeseen reasons is unable to fulfil a nomination must inform the Officiating Director immediately in order that a replacement can be found.

8.6 Failure to comply with these Regulations may lead to officials being withdrawn from nominations.

8.7 Assignments for games will be sent directly to the respective officials and must remain absolutely confidential and private until the Company makes them public. Any breach of this confidentiality duty may result in the three referees and/or the referee coach being changed.

Article 9 Game fees

The General Assembly will establish the officiating game fee.

Article 10 Travel and expenses

10.1 Officials are responsible for purchasing travel tickets, which will be reimbursed by EP or through the clubs in accordance with the decision adopted by the Company. Officials will use best efforts to obtain the least expensive tickets at the times they are required to travel (economy seating for all trips). The reimbursement obligation hereunder will be limited to the cost of a ticket obtained using such best efforts.

10.2 All officials 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 Officiating Director only. 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 city no later than 18:00 on the day before the event begins.

10.3 Officials must seek approval from the Officiating Department of their proposed travel plan and cost of the ticket before purchasing the ticket.

10.4 The total cost of the officials' travel is specified in the itinerary provided by the officials to the Company, based on the most cost-effective tickets obtainable by the Company, as stated above.

10.5 Every attempt will be made to make the officials' travel, including connecting flights, as convenient as possible.

10.6 Accommodation, which shall be in a bed-and-breakfast regime will be organised by the Company using agreed hotels.

10.7 Officials are free to make their own arrangements for lunch and dinner. Referee coaches are prohibited from making any meal arrangements on behalf of the referees. Under no circumstance will the officials dine with media representatives. No alcoholic beverages are allowed. Meals expenses will be managed in accordance with the criteria established in the Euroleague Basketball Officials Administrative Procedures. Any other expenses are to be paid personally by the official.

10.8 Referees must travel to any games with all the uniforms provided. They must keep their game uniforms / equipment into their hand luggage, when travelling by plane. Appropriate luggage will be provided by the Company to ensure that this can be taken on board as cabin baggage.

10.9 All legitimate expenses, supported by receipts, must be claimed using the appropriate form in accordance with the Euroleague Basketball Officials Administrative Procedure Regulations.

10.10 Travelling rules included in this article may be changed by the Company when considered beneficial for the functioning of the Officiating Department.

Article 11 Restriction of contact

11.1 Fraternisation with any club personnel is strictly forbidden. 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.

11.2 Any contact that may be necessary between officials and club personnel is to be administered through the Company including information regarding travel, transport to and from air/train stations and hotels, transfer between hotel and arena, entry visas and meals.

11.3 Under no circumstances are officials allowed to accept gifts from club personnel, or from anyone else if the gift is related to their role as a Euroleague Basketball official.

11.4 Contact with media regarding matters related to Euroleague Basketball must be restricted without the prior approval of the Company.

11.5 Officials must disclose any contact planned, coordinated and/or engaged into with active club members and/or personnel.

Article 12 Game obligations

12.1 All referees must be at the arena at least 90 minutes prior to tip-off and must proceed directly to the referees' locker room, then performing an inspection of the IRS, electronic equipment, whistle-controlled time system, digital scoresheet, and the height of each ring.

12.2 Unauthorised visitors are not to be admitted to the locker room at any time.

12.3 All referees will report on the floor 20 minutes before game tip-off. Referees will mostly stand on the side of the court opposite the team benches observing the warm-up of the teams.

12.4 The home club is always responsible 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.

Article 13 Responsibility of the crew chief in games

13.1 The crew chief will be responsible for the official scoresheet of the game to which they will bear witness with their signature. The scoresheet must likewise be reviewed at half-time.

13.2 The crew chief will lead a pre-game meeting between the referees and the unified scorers, to be held in the referees' locker room.

13.3 In the event of any event that took place during the game that in the opinion of the club may have adversely affected the result of the game, the head coaches of the teams may sign "under protest", in accordance with Article 55 of the Euroleague Basketball Disciplinary Code.

13.4 The 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.

13.5 In the event of a doping control, this must be reported on the back of the scoresheet.

13.6 Before the beginning of the game, the 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.

13.7 The 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 crew chief will order any person having been sanctioned with a disqualifying foul to leave the team bench area.

In the event of any breach of this article by the club personnel, the crew chief must also send a complementary report to the Euroleague Basketball office immediately after the game, including all necessary and relevant details.

Article 14 Responsibility of the referee coach in games

14.1 The referee coach 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 Officiating Director within the requested deadlines. The referee coach will not have any direct or indirect involvement in the game itself.

Article 15 Reports

15.1 The Officiating Director may request any complementary report from each official, if necessary. which will be emailed to the Company, who in turn will notify each club if necessary.

15.2 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 quarter, 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.

d) Describe all technical, unsportsmanlike, and disqualifying recorded in the game.

15.3 All reports, and other documentation must be sent by email to the Euroleague Basketball office at the shortest delay. The Officiating Director must be informed by telephone as soon as a report is sent.

Article 16 Equipment

16.1 The referees are obliged to wear the shirt(s), jackets and trousers provided by the Company. Any modifications to the above must be approved by the Officiating Director. Unless otherwise specified, black shoes are to be worn.

16.2 No officials may display advertising either directly or indirectly within the arena during the games, unless expressly authorised to do so by the Company. This will be understood without detriment to the uniforms bearing the logo of the technical sponsor and the competition logo(s), which must be worn on all shirts and jackets.

16.3 The Company will provide the whistle that will be used to officiate the games. Any other equipment established as compulsory by the Company must be used in accordance with the instructions provided.

Article 17 Other conduct

17.1 In addition to the foregoing, each official will observe and comply with all requirements of the Company, whether on or off the playing floor.

17.2 Officials 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).

17.3 Officials may not appear as “Euroleague Basketball official” or “Euroleague Basketball referee” or “Euroleague Basketball referee coach” when making any public statement, unless authorised by the Company.

Article 18 Miscellaneous

18.1 For the purposes of efficient communication all officials are required to obtain an email address and access to the internet for nominations, correspondence, and information from the Company.

18.2 All referees must conduct the games in the prescribed manner and in keeping with the agreed philosophy of the Officiating Director in order to maintain consistency.

CHAPTER III

Disciplinary Regulations

Article 19 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, or any attempt thereof.

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 (it being understood as any information relating to any competition that a person possesses by virtue of their position in relation to the Euroleague Basketball competitions, excluding any information already published or common knowledge that are easily accessible to interested members of the public or disclosed in accordance with the applicable rules and regulations) that may be used for betting.

g) Failure to report any suspicious activity or approach with regard to potential serious infringement offences.

h) Failure to cooperate in an investigation, or obstructing or delaying any investigation by concealing, tampering with, or destroying any documentation or other information that may be relevant to any potential match-fixing investigation.

i) Not providing the results in the established time and manner.

j) 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.

k) Refusal to comply with one's assigned tasks in a game or providing false reasons in order to avoid a nomination.

l) Not confirming the availability for the games for which the member of the officials has been nominated within the deadline established.

m) Breach of confidentiality of nominations.

n) The unjustified late arrival at the arena for the game.

o) Failure to arrive at the arena 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.

p) Unjustifiably suspending a game.

q) Lack of information to the Company about the referee's travel plan and arrival at the place of the game.

r) Faulty copies of travel expenses.

s) Acceptance of gifts.

t) 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.

u) 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 legal or arbitration positions, and in general any statements detrimental to the sport of basketball.

v) Public statements made with reference to any of the Euroleague Basketball competitions unless authorised by the Company.

w) Social media postings about any club or Euroleague Basketball competitions.

x) A lack of compliance by any member of the officials of the instructions of the crew chief.

y) Non-fulfilment of the obligations contained in the collective framework agreements.

z) 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 Officiating Director.

Article 20 Sanctions

The infringements above will be the object of the following sanctions:

a) Warning.

b) Temporary disqualification from the Euroleague Basketball competitions for a period of up to three months.

c) Temporary disqualification from the Euroleague Basketball competitions for a period of up to one year.

d) Permanent disqualification from the Euroleague Basketball competitions.

Article 21 Procedure for imposing sanctions

21.1 The general rules, principles and provisions established in the Euroleague Basketball Disciplinary Code apply subsidiarily to these proceedings.

21.2 The sanctions will be imposed by the Euroleague Basketball CEO, at the proposal of the Officiating Director, through a complete resolution including the grounds that justify it after the alleged offender's arguments in defence have been heard.

21.3 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.

21.4 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.

21.5 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 22 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 sanctions, 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 23 Expiry of infringements

23.1 Infringements will expire after three years from the day following the date of the infringement.

23.2 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 24 Expiry of sanctions

Sanctions will expire after three years 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 25 Imposition of sanctions

Sanctions imposed through the corresponding disciplinary proceeding will be enforced immediately. Disciplinary decisions are final and not subject to appeal.

EUROLEAGUE BASKETBALL DISPUTE RESOLUTION CHAMBER ARBITRATION CODE

EUROLEAGUE BASKETBALL
DISPUTE RESOLUTION CHAMBER
ARBITRATION CODE

Article 1 Definitions

1.1 Any term used in this Euroleague Basketball Dispute Resolution Chamber Arbitration Code (the "Code") will have the same meaning as in the EuroLeague and EuroCup Bylaws, unless specifically defined herein.

1.2 For the purposes of this Code, the applicable definitions of terms are the following:

a) "Clubs" are the member associations and clubs (regardless of their juridical nature or type of incorporation) with basketball teams which hold a licence to participate in the Euroleague Basketball competitions;

b) "Head Coaches" are the head coaches of the first team of the Clubs;

c) "Players" are the players registered with the Clubs;

d) "Relevant Individuals" are the Head Coaches and Players;

e) "Euroleague Basketball CEO" is the Euroleague Basketball Chief Executive Officer.

Article 2 Euroleague Basketball Dispute Resolution Chamber

2.1 In order to settle all disputes arising out of or in connection with the contracts between a Club and its Relevant Individuals through arbitration, the Euroleague Basketball Dispute Resolution Chamber (the "EBDRC") is hereby created.

2.2 The EBDRC shall exert its functions through a board, a secretariat and a list of arbitrators.

Article 3 EBDRC Board

3.1 Appointment and terms

3.1.1 The EBDRC shall have a three-member board (the "EBDRC Board") consisting of a President and two Deputies, all experienced in arbitration and/or in sports law and fluent in English.

3.1.2 The EBDRC Board members shall be designated by the Euroleague Basketball CEO and shall be appointed for a term of four years once they are approved by the Euroleague Commercial Assets Shareholders Executive Board ("ECASEB"), in representation of the Clubs, the EuroLeague Players Association ("ELPA"), in representation of the Players, and the EuroLeague Head Coaches Board ("EHCB"), in representation of the Head Coaches. They are eligible for reappointments.

3.1.3 In case the President of the EBDRC Board (the "President") cannot timely exert their functions or upon their request, any Deputy shall be entitled to exercise any of the functions and powers of the President when prompted by the Secretariat.

3.1.4 Upon appointment, the EBDRC Board members shall sign a declaration whereby they (i) declare not to have any conflict of interest in relation to any of the Clubs or Relevant Individuals, (ii) undertake to carry out their functions independently of Euroleague Basketball, the Clubs and the Relevant Individuals, and with total impartiality and objectivity, (iii) pledge to respect confidentiality and not to disclose to any third party any information concerning the EBDRC and its proceedings, and (iv) pledge to disclose immediately to the Euroleague Basketball CEO any potential conflict of interest or situation which may give rise to doubts about their independence or impartiality.

3.1.5 Members of the EBDRC Board may not be inserted in the list of EBDRC arbitrators nor act as counsel or advisor to any Club or Relevant Individuals.

3.1.6 If one of the members of the EBDRC Board dies, resigns or is otherwise prevented from carrying out their functions, they shall be replaced, for the remaining part of their mandate, in accordance with the provisions applicable to their appointment.

3.1.7 A member of the EBDRC Board may be revoked at any time upon proposal by the Euroleague Basketball CEO and approval of the ECASEB, the ELPA and the EHCB, due to any conflict of interest, lack of independence or impartiality, violations of confidentiality, or repeated failure to timely perform the tasks provided in this Code.

3.2 Functions

The EBDRC Board, for the proper performance of its functions and/or necessary for the arbitration proceedings, shall take the corresponding proportionate actions respecting the rights of the parties and the independence of the arbitrators and, in particular:

a) make all the decisions concerning the challenge or removal of the arbitrators;

b) review the awards of the EBDRC arbitrators;

c) supervise the arbitration proceedings;

d) approve any amendment to this Code, upon proposal by the Euroleague Basketball CEO;

e) adopt any other procedural measures as required under this Code or as necessary to ensure the proper functioning of the EBDRC.

3.3 President

The President shall:

a) convene, preside and supervise the meetings of the EBDRC Board;

b) appoint the arbitrators for the arbitration proceedings, taking into account rotation criteria;

c) ensure that the members of the EBDRC Board and the Arbitrators comply with the principles of independence, transparency and confidentiality;

d) ensure the smooth functioning of the EBDRC;

e) make orders for interim measures prior to the transfer of the file to the appointed arbitrator;

f) perform any of the functions conferred on the EBDRC Board whenever the President deems it opportune for reasons of celerity or effectiveness.

3.4 Deputies

At the President's request or when prompted by the Secretariat in case the President cannot timely exert their functions, any Deputy shall have the power to take urgent decisions on behalf of the President, provided that any such decision is reported to the President as soon as possible thereafter.

3.5 Meetings

3.5.1 The EBDRC Board meets, also by phone or video conference or email correspondence, when convened by its President.

3.5.2 The decisions of the EBDRC Board are taken by majority; the President has a casting vote in the event that a majority cannot be reached.

3.5.3 The President, after having unsuccessfully attempted to consult with the other Board members, may decide alone whenever this is required for reasons of celerity or effectiveness.

Article 4 Secretariat

4.1 The Secretariat of the EBDRC is appointed by the Euroleague Basketball CEO and will have its offices at the headquarters of the company Euroleague Entertainment & Services, S.L.U., at Quatre Camins 9-13, 08022 Barcelona, Spain (email address ebdrc@euroleague.net).

4.2 The Secretariat assists the EBDRC Board in all aspects of their work.

4.3 The Secretariat keeps all contacts and correspondence with the arbitrators and the parties to the arbitration proceedings on behalf of the EBDRC Board.

4.4 The Secretariat keeps all contacts and correspondence with the parties to the arbitration proceedings on behalf of the EBDRC Arbitrators.

Article 5 EBDRC Arbitrators

5.1 The EBDRC shall have a list (the "List") of arbitrators consisting of at least seven arbitrators (the "Arbitrators") appointed at any time by the Euroleague Basketball CEO, approved by both the ECASEB, in representation of the Clubs, the ELPA, in representation of the Players, and the EHCB, in representation of the Head Coaches, and confirmed by the EBDRC Board after their declaration of acceptance and having checked if they comply with the requirements provided in the Code. Only Arbitrators included in the List are eligible to arbitrate disputes brought before the EBDRC.

5.2 The Arbitrators are appointed from the List for a term of four years and are eligible for reappointments. To be appointed, the Arbitrators must have appropriate legal training, recognised experience in the field of arbitration and/or sports law and be fluent in English.

5.3 Upon their appointment from the List, once confirmed by the EBDRC Board, the Arbitrators must sign an official declaration whereby they (i) undertake to exercise their functions independently and impartially and in compliance with the provisions of the Code, and (ii) pledge to immediately declare during their time on the List any new circumstance which might entail a conflict of interest or anyway give rise to reasonable doubts as to their independence and impartiality in relation to any of the current Clubs or Relevant Individuals.

5.4 The Arbitrators are bound by confidentiality and shall not disclose to any third party any information concerning the EBDRC and its proceedings.

5.5 The EBDRC Board, at its reasonable discretion, may remove any Arbitrator from the List temporarily or permanently in case they violate the provisions of the Code, or if circumstances so warrant.

Article 6 Jurisdiction and effects of the arbitration agreement

6.1 General provisions

6.1.1 The rules of this Code apply whenever any Clubs and Relevant Individuals agree in writing to refer a dispute between them to the EBDRC or when either a Club or a Relevant Individual submits to the EBDRC a request for arbitration based on an arbitration agreement.

6.1.2 If any party raises one or more objections concerning the existence, validity or scope of the arbitration agreement, the Arbitrator entrusted with the case shall have the power to rule on their own jurisdiction.

6.1.3 In case either party unjustifiably fails to participate in the arbitration proceeding, the Arbitration may move on with the proceeding and issue an award.

6.2 Seat

6.2.1 The seat of each arbitration proceeding shall be Lugano, Switzerland.

6.2.2 The parties may not agree on a different seat of the arbitration. However, after consulting with the parties and the Secretariat, the Arbitrator can decide that any hearing or meeting be held in any suitable place.

6.3 Language of the proceedings

6.3.1 The language of the EBDRC and of all its proceedings shall be English.

6.3.2 Any documents submitted in a language other than English shall be accompanied by an English translation. If the Arbitrator, the Secretariat and/or the other party objects as to the accuracy of some portion(s) of a translation, the Arbitrator may order the party having submitted the inaccurate translation to provide without delay a certified translation, unless the parties are able to swiftly settle the difference and agree on the accuracy of a given translation.

6.4 Written notifications or communications

6.4.1 The request for arbitration and any other submissions or communications from the parties shall be filed with the Secretariat via email including proof of receipt.

6.4.2 The parties may not correspond nor speak directly with the Arbitrators.

6.4.3 The notifications and communications to the parties shall be sent by the Secretariat to the email address indicated in the request for arbitration or the answer, or to any other email address specified at a later date.

6.5 Time limits

6.5.1 All parties' submissions shall be deemed to have been validly and timely made when they are transmitted by email before midnight CET/CEST of the time limit's date. Exhibits are also timely submitted if they are uploaded to an online platform before midnight CET/CEST of the time limit's date, provided that a list of all the exhibits and the instructions to download them has been sent by email together with the submission.

6.5.2 Official holidays and non-business days are included in the calculation of the period of time. If any time limit falls on a holiday or non-business day in the territory of the Secretariat, the time limit expires on the first following business day.

6.5.3 The Arbitrator may extend any time limit upon request from the interested party, provided that the initial time limit has not already expired.

6.6 Representation of the parties

6.6.1 The parties may determine to be assisted or represented by any person of their choice.

6.6.2 The parties must insert in their submissions the full names and addresses of any representatives and, if requested by the Secretariat, must file a power of attorney.

Article 7 Commencing the arbitration

7.1 Request for Arbitration

7.1.1 A party intending to submit a dispute to arbitration before the EBDRC shall file with the Secretariat a Request for Arbitration (hereinafter the "Request").

7.1.2 **The request shall contain:**

a) the claimant's name, address (including email address) and contact details;

b) the respondent's name, address (including email address) and contact details;

c) the arbitration agreement and any other agreement relevant to the dispute.

d) the relevant facts and legal arguments upon which the claims are based;

e) a copy of any relevant contract or agreement as well as of any available documents substantiating the claims, annexed as numbered exhibits;

f) signed witness statements and expert reports setting out in detail any testimony or expertise deemed relevant to the dispute, annexed as numbered exhibits;

g) any evidentiary requests;

h) the prayers for relief.

7.1.3 Together with the Request, the claimant shall pay the handling fee provided under Article 11.1 of the Code. If the claimant fails to abide by the abovementioned requirements, the Secretariat may grant a time limit within which the claimant must complete the Request, failing which the Request shall be deemed withdrawn without prejudice to any claimant's right to file the same claim at a later date in another Request.

7.1.4 The Secretariat shall notify the respondent of the receipt of the Request and the date of such receipt via email.

7.1.5 Once the Secretariat has received the Request and the handling fee, and unless the Request lacks any reference to an arbitration agreement for the dispute to be referred to the EBDRC, it shall forward the Request and the documents annexed thereto to the respondent.

7.2 Answer to the request; counterclaim

7.2.1 The Secretariat shall communicate the Request to the respondent and set a time limit, not shorter than seven days and not longer than 14 days, for the answer ("Answer"), which shall contain:

a) the respondent's name, address and contact details;

b) any objections related to jurisdiction, failing which the jurisdiction of the EBDRC is accepted;

c) any counterclaims;

d) the relevant facts and legal arguments upon which the respondent's defences and/or counterclaims are based;

e) any available documents substantiating the defences and/or the counterclaims, annexed as numbered exhibits;

f) signed witness statements and expert reports setting out in detail any testimony or expertise deemed relevant to the dispute, annexed as numbered exhibits;

g) any other evidentiary requests;

h) the prayers for relief.

7.2.2 The respondent may request that the time limit to file the Answer be suspended until the payment of the advance on costs as provided under Article 11.2 below.

7.2.3 The Secretariat shall communicate to the claimant the Answer and the documents annexed thereto.

7.2.4 In case the respondent fails to submit the Answer in accordance with this Article, the Arbitrator may nevertheless proceed with the proceedings and issue an award.

7.2.5 In case of any counterclaims, the Secretariat shall fix a time limit, not shorter than seven days and not longer than 14 days, within which the claimant shall submit a reply, strictly limited to the defences against the counterclaims.

7.3 Written submissions

7.3.1 As a general rule, there shall only be one round of submissions. The Arbitrator, if circumstances so warrant, may authorise a further round of submissions fixing reasonably short time limits.

7.3.2 The parties shall not be authorised to file further documents and/or written submissions unless agreed by the parties or exceptionally ordered by the Arbitrator in their discretion.

Article 8 Arbitrator

8.1 General provisions

8.1.1 All disputes before the EBDRC shall be decided by an Arbitrator on the List appointed by the President after having consulted with the prospective arbitrator. In appointing the Arbitrator, the President shall consider rotation criteria and the arbitrator's availability and ability to promptly and efficiently conduct the arbitration in accordance with the Code.

8.1.2 The Arbitrator shall be impartial and independent of the parties to the arbitration.

8.1.3 As a condition to be appointed, the Arbitrator shall sign a statement accepting the appointment and declaring their availability, impartiality and independence. The Arbitrator shall disclose in writing any circumstances that might give rise to reasonable doubts as to the Arbitrator's independence and impartiality. The Secretariat shall provide such information to the parties in writing and fix a short time limit for their comments, if any.

8.2 Challenge of the Arbitrator

8.2.1 A party wishing to challenge the Arbitrator for an alleged lack of independence and/or impartiality, or otherwise, shall submit a written statement to the Secretariat specifying the circumstances and/or legal arguments on the basis of which the challenge is made. Motions must be substantiated, and, where possible, supported by evidence.

8.2.2 For a challenge to be admissible, it shall be submitted either within five days from receipt of the communication of the appointment of the Arbitrator or within five days from the date on which the circumstances on which the challenge is based become known to the party submitting the challenge, in case such a date is subsequent to the receipt of the communication.

8.2.3 The admissibility and merits of the challenge shall be determined by the EBDRC Board, after the Secretariat has invited the Arbitrator and the other party to comment in writing within a short period of time. The parties and the Arbitrator shall receive copy of such comments from the Secretariat.

8.3 Replacement of the Arbitrator

8.3.1 In case of acceptance of a challenge, death or resignation of the Arbitrator, or in case the EBDRC Board decides that the latter is not timely or properly fulfilling their functions in accordance with the Code or the applicable laws, they shall be replaced.

8.3.2 In case of replacement, the President directly appoints the new Arbitrator.

Article 9 Proceedings

9.1 Transmission of the file to the Arbitrator

The Secretariat shall transmit the file to the Arbitrator promptly after appointment, subject to payment of the advance on costs provided under Article 11.2.

9.2 Rules applicable to the proceedings

The proceedings shall be governed by the Code and, if the latter is silent, by Chapter 12 of the Swiss Act on Private International Law, irrespective of the parties' domicile.

9.3 Rules applicable to the merits

The Arbitrator shall decide the dispute ex aequo et bono, taking into account the EuroLeague Bylaws and/or the EuroCup Bylaws, as well as all relevant Euroleague Basketball collective framework agreements and/or arrangements.

9.4 Conduct of the proceedings

9.4.1 The Arbitrator may, upon consultation of the parties, adopt any procedural measures that they deem appropriate, provided that they are not contrary to any agreement between the parties.

9.4.2 The Arbitrator shall act fairly and impartially and give all parties a reasonable opportunity to present their case.

9.4.3 The Parties undertake to abide by the orders of the Arbitrator.

9.5 Hearing

9.5.1 As a general rule, the case will be decided by the Arbitrator without a hearing. Upon request from a party, the Arbitrator may exceptionally decide to hold a hearing during which parties, witnesses and experts will be heard. A hearing may be held via videoconference.

9.5.2 Each party shall be responsible for the costs and availability of its witnesses and experts. Only witnesses and experts whose witness statements or expert reports were duly annexed to the parties' written submissions can be called to be heard at the hearing in person, or via telematic transmission.

9.5.3 The hearing shall take place in camera, unless the parties agree otherwise.

Article 10 Award

10.1 Making of the award; reasons

10.1.1 The Arbitrator shall issue a dated and signed award and, subject to paragraph 10.1.2, provide in a succinct fashion the reasons upon which it is based.

10.1.2 The Arbitrator may decide to communicate only the operative part of the award. In such a case, the parties shall have seven days from receipt of the operative part of the award to request, in writing, the reasons of the award.

10.1.3 In case the parties request the reasons of the award, any time limit to challenge the award will begin upon receipt of such reasons.

10.1.4 The award shall be deemed to have been made at the seat indicated in the Code and on the date stated therein.

10.1.5 The whole or the summary of the award, excluding financial amounts, will be made public by the EBDRC Board, unless the parties agree upon its confidentiality.

10.1.6 Within 10 days after the issuance of the final award, the Arbitrator may, on their own initiative, or upon application of any party, correct any mistake, clerical or typographical or of similar nature.

10.2 Review of the award by the EBDRC Board

10.2.1 Before signing any award, the Arbitrator shall transmit it in draft form to the EBDRC Board, which may propose some comments as to formal aspects of the award and, without affecting the Arbitrator's autonomy of decision, draw the Arbitrator's attention to some points of substance.

10.2.2 No award shall be notified until it has been scrutinised and ratified by the EBDRC Board.

10.3 Time limit for the award

10.3.1 The Arbitrator shall issue the final award within 30 days after the filing of the last written submission concerning points of substance or the hearing, whichever is later.

10.3.2 The EBDRC Board may extend such time limit in case of necessity.

10.4 Consent award

In case the parties reach an agreement to settle the dispute after the case has already been transmitted to the Arbitrator, they may request that the terms of such a settlement be embodied in a consent award.

Article 11 Costs

11.1 Handling fee

11.1.1 The claimant, along with the Request, or the respondent along with the counterclaim, shall pay a handling fee that is to be determined in accordance with the Table annexed to this Code.

11.1.2 In case the Request does not specify the amount in dispute, the handling fee shall be fixed by the Secretariat to be paid within five days from receipt of the communication.

11.2 Advance of costs

11.2.1 The Secretariat, after receiving the Request, may demand from the parties to pay, in equal shares, an amount for the advance of costs within five days from receipt of the communication. The amount may be subject to readjustments during the proceedings, particularly in case of counterclaims.

11.2.2 The amount shall be fixed taking into account the amount in dispute and the complexity of the case, in accordance with the relevant Table annexed to this Code.

11.2.3 If one of the parties fails to pay its share of the advance of costs, the other party shall be requested to pay such a share in order for the proceeding to continue.

11.2.4 In case the parties do not comply with the request for the advance on costs, the Secretariat, in consultation with the Arbitrator, will fix a short time limit to comply with the request, failing which the Request or the counterclaims shall be deemed withdrawn, without prejudice to the possible reintroduction of the same claim at a later date in different proceedings.

11.3 Final amount of the costs of the arbitration

11.3.1 The Secretariat shall fix the final costs of the arbitration and the Arbitrator shall determine which party shall bear them and in what proportion.

11.3.2 The final costs of the arbitration shall be in accordance with the relevant Table annexed to this Code and shall include:

a) the handling fee;

b) the fees and costs of the Arbitrator;

c) the administrative expenses of the EBDRC directly linked to the dispute (hearing, witness, expert costs, etc.).

11.3.3 The amount of the final costs of the arbitration may either be indicated in the award or communicated separately by the Secretariat after the notification of the award.

11.3.4 The Arbitrator may grant the prevailing party a contribution towards its reasonable expenses and legal fees incurred in connection with the proceedings, which shall not exceed the amount indicated in the relevant Table annexed to this Code. In determining the amount, the Arbitrator shall take into account all relevant circumstances, such as the complexity of the case, the conduct of the parties during the proceedings and their financial resources.

Article 12 Miscellaneous

12.1 The Code enters into force on 9 July 2020.

12.2 The Arbitrators, the EBDRC Board members, the Secretariat and any representatives and/or personnel involved in the proceedings shall not be held liable to any person for any act and/or omissions related to the arbitration proceedings.

ANNEX

Handling fee
The party submitting a Request for Arbitration or a counterclaim shall pay a non-reimbursable handling fee of €1,000 in addition to 1% of the amount in dispute to the following bank account:

Beneficiary: Euroleague Properties S.A., 60, Grand-Rue, L-1660 Luxembourg

Bank: BIL Banque Internationale à Luxembourg S.A.,
69, Route d'Esch, L-2953 Luxembourg

IBAN: LU62 0023 1925 4386 8500
BIC: BILL LULL (DEXIA)

In case the Request does not specify the amount in dispute, or in the event of multiple claimants, the handling fee shall be fixed by the Secretariat.

Advance on costs
The Secretariat may establish an Advance on costs taking into account the amount in dispute and the complexity of the case, and the number of claimants, in accordance with the following table:

Sum in dispute	Maximum initial advance on costs
Up to €100,000	€4,000
From €100,001 to €500,000	€6,000
From €500,001 to €1,000,000	€8,000
Over €1,000,000	€10,000

Contribution to legal expenses
The Arbitrator may grant the prevailing party of an Award a contribution towards its reasonable expenses and legal fees incurred in connection with the proceedings, which shall not exceed the amount indicated in this annex. The award may grant the prevailing party a contribution towards its reasonable legal fees and other expenses incurred in connection with the proceedings and, in particular, the costs of witnesses and interpreters.

Sum in dispute	Maximum contribution
up to €30,000	€5,000
from €30,001 to €100,000	€7,500
from €100,001 to €200,000	€10,000
from €200,001 to €500,000	€15,000
from €500,001 to €1,000,000	€20,000
over €1,000,000	€40,000

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Standard Arbitration Clause: Any disputes arising out of or in connection with the present contract shall be submitted to the Euroleague Basketball Dispute Resolution Chamber (EBDRC) and shall be finally resolved in accordance with the Euroleague Basketball Arbitration Code by a single arbitrator appointed in accordance with this Code. The arbitration shall be held in English. The arbitration shall be seated in Lugano, Switzerland and shall be subject to Chapter 12 of the Swiss Private International Law Act irrespective of the parties' domicile. The arbitrator shall decide the dispute ex aequo et bono taking into account the relevant Euroleague Basketball Bylaws, as well as all relevant Euroleague Basketball collective framework agreement and/or arrangements.


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