

BASKETBALL CORPORATE CUP

OFFICIAL RULES

Technical

1. The playing area is a standard basketball court (28 x 15 m).
 2. The height of the basket is 3.05 m.
 3. The game is played on an indoor parquet surface.
 4. A **standard size 7 Wilson EVO NXT basketball** is used.
 5. Each team consists of 5 players on court at any time.
 6. The **minimum number of players per team is 5, and the maximum is 12.**
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Timing

7. Games consist of **4 quarters of 10 minutes** each (running time).
 8. The **half-time break lasts 2 minutes.**
 9. **Pre-game warm-up time is 7 minutes.**
 10. The clock stops only for **time-outs, free throws (when the ball touches a player), and during the last two minutes of each quarter.**
 11. **Teams must be ready to play no later than 30 minutes before the official start of the game.**
 12. If a team arrives late (after the official start time), they **lose the game by default (20–0).**
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Players and Squads

13. All players must meet the following criteria, **regardless of their employment status:**
 - **Must not have played in the first two national leagues in their country within the last 5 years.**
 - **Must not have been registered with a recognized club** previously.
14. **Only one player per team may be a non-corporate employee;** all other players must be employed by the company for at least **2 months prior to the tournament** (employment before 15.08.2025).

15. Teams are allowed to **add up to two additional players from their previous year's roster**, unless the **Tournament Organizer decides otherwise**.
 16. All players must be **amateurs**. Players who have competed in the **first two national leagues in their country within the last 5 years** are **not eligible** to participate.
 17. Minimum player age is **16 years**; players under 18 require written parental consent.
 18. Teams must submit the official **Basketball Corporate Cup Player Registration Form** at least 30 days before the event.
 19. Only registered players and team staff members staying in official tournament hotels are allowed on the team bench.
 20. Up to **5 team officials** may be on the bench during games.
 21. All players must carry and show valid identification (ID card or passport) before every game.
 22. Player identification is performed by the referees prior to tip-off.
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Clothing

23. Each team must wear the designated **home and away kits** according to the Tournament Director's schedule.
 24. Jerseys must have printed numbers between 0 and 99 on the back.
 25. If a jersey is damaged, it may be replaced only if no other player has worn the new number during the game, and the referee is informed.
 26. Players must wear appropriate **indoor basketball shoes**.
 27. **Wearing jewelry is strictly forbidden.**
 28. Undershirts or compression wear must be of the same dominant color as the jersey.
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Referees and Officials

29. Each game will be officiated by **two referees and one official scorer/timekeeper, except on the final day or if the Tournament Commissioner decides otherwise.**
 30. The referee has the authority to:
 - a) Start, stop, or suspend the game as necessary.
 - b) Penalize players and coaches for violations or misconduct.
 - c) Consult with the organizer for extraordinary situations.
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Basketball Rules

- All games will follow **EuroLeague official rules**, except for the modifications stated in this rulebook.
 - Any situation not explicitly covered by this rulebook will be resolved according to **EuroLeague regulations**, unless the Tournament Director or Commissioner decides otherwise.
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Game Rules and Substitutions

31. Substitutions are **unlimited** and can be made during stoppages in play.
 32. Each team is entitled to **2 time-outs during the first half** and **3 time-outs during the second half**.
 - If a team has **unused time-outs** approaching the **last 2 minutes of the fourth quarter**, **one unused time-out is automatically forfeited** and cannot be used afterwards.
 33. A player committing **5 personal fouls** is disqualified for the remainder of the game.
 34. A player or coach receiving **1 disqualifying foul** will be ejected from the game and suspended for the next one.
 35. The **24-second shot clock** rule is in effect.
 36. In case of a **draw at the end of regulation time**, an **overtime period of 5 minutes** will be played.
 - If still tied, the game proceeds to a **second overtime of 5 minutes**, then a **third overtime of 5 minutes** if necessary.
 37. If a winner must be decided (e.g., knockout stage) and the game remains tied **after three overtime periods**, the match will be decided by **free throws (3 per team, then sudden death if needed)**.
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Team Challenge System

- Each team is entitled to **one challenge per half**, which can be used to request a review of a specific situation.
- The **referees may also review footage independently** and **may use the IRS system** if available.

- To initiate a challenge, the **team must press the red button** located on the scorer's table.
 - The button **must be pressed at the appropriate time** for the challenge to be valid.
- The **Tournament Commissioner** has the authority to **overrule or cancel a challenge**.
- **If the referees determine that the situation cannot be clearly assessed from video or IRS footage, the team does not lose their challenge.**

Situations eligible for a challenge include:

1. Determining whether a foul is **unsportsmanlike**.
2. Determining whether an offensive foul was committed by the **attacking or defending team**.
3. Checking **any boundary lines on the court**.
4. Verifying the **value of a scored basket**.
5. Determining if **contact with the net interfered with play**.
6. **8-second violation**.
7. **Game clock verification**.
8. **Act of violence**.
9. Checking if a player has **crossed the midcourt line illegally**.

Special Case – Coach Interruption of Fast-Break:

- In the event that a **coach enters the court to stop a fast-break scoring opportunity**, the **points will be awarded** to the attacking team.
- The **coach will be ejected** from the game immediately.

Jump Ball and Possession Rules

- If referees call a **held ball (jump ball situation)**, the ball will be **thrown up according to EuroLeague rules**.
- The **team that wins the jump ball** will have possession at the **start of the first quarter and the fourth quarter**.
- The **team that loses the jump ball** will have possession at the **start of the second and third quarters**.
- The **official scorebook / scoresheet is the final authority** for all score verification and official match results.
- Video footage may be used for **review purposes only**, but it **does not override the official scorebook / scoresheet**.

Disciplinary Rules

38. **Unsportsmanlike behavior, violence, or offensive language** towards players, referees, or spectators will **not be tolerated**.
- In case of such behavior, the **team may be fined between €100 and €400**, depending on the severity of the incident.
 - If the misconduct is **severe** (e.g., pushing a referee, spitting, or using extremely offensive language), the **participant will be banned from attending the event**.
 - If a team **fails to appear for a match that decides final placement**, a fine of **€200** will be applied.
 - These sanctions are **applied following a formal report from the referees** officiating the match.
 - **Teams are responsible for ensuring that their players, staff, and spectators behave in a fair and sportsmanlike manner.**
 - The **Tournament Commissioner** will assess each situation individually and make a decision in accordance with the circumstances.
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Tournament Structure and Qualification System

Group Draw and Seeding

- The tournament features **3 pots**, with **4 teams in each pot**.
- From each pot, teams are drawn into **four groups**.
- **Pot 1** contains seeded teams, ranked according to previous league and tournament results.

Group Stage

- In each group, **each team plays 2 matches**.
- After the group stage:
 - The **top 4 teams** advance to the **Gold Cup**.
 - The remaining **8 teams** enter the **Silver Cup**.

Silver Cup

- Format: **Quarter-Finals → Semi-Finals → Final and 3rd place match**.
- **Placements:**
 - Winner of Silver Cup → 5th place overall
 - Loser of Silver Cup Final → 6th place overall

- Winner of Silver Cup 3rd place match → 7th place overall
- Loser of Silver Cup 3rd place match → 8th place overall

Gold Cup

- Format: **Semi-Finals → Final and 3rd place match.**
- **Placements:**
 - Winner of Gold Cup → Tournament Champion (1st place)
 - Loser of Gold Cup Final → 2nd place
 - Winner of Gold Cup 3rd place match → 3rd place
 - Loser of Gold Cup 3rd place match → 4th place

Tiebreakers

- If teams finish with the **same number of points** in the group stage:
 1. **Point difference** (scored – conceded)
 2. If still tied, **head-to-head result** between tied teams

Medals and Trophies

- **Gold Cup** and **Silver Cup** are independent competitions, each awarding its **own medals and trophies.**
- The **winner of the Gold Cup** is recognized as the **overall tournament champion.**

Disciplinary Committee

- Any dispute or disciplinary matter will be referred to the **Disciplinary Committee**, which acts **independently and impartially.**
- The Committee reserves the right to impose fines or suspensions beyond standard in-game penalties, to preserve the integrity and reputation of the Basketball Corporate Cup.
- The **Tournament Commissioner** and **IT League Belgrade Executive Committee** reserve the right to make adjustments to the rules as required for the fair and successful running of the event.

We wish all teams the best of luck.

Sportsmanlike greetings!

Basketball Corporate Cup Team