



CLA EuroCup **eBasketball** Tournament Regulations

1. General provisions

- 1.1 The international tournament «CLA EuroCup» (hereinafter referred to as the «tournament») is an esports competition in which four players from each division of the CyberLive! Arena esports league (hereinafter referred to as the «CLA») take part.
- 1.2 Each tournament is assigned a unique number (hereinafter referred to as the «Season»).
- 1.3 The tournament consists of three stages with a total duration of 14 calendar days:
 - a) The first stage, qualifying (hereinafter «CLA EuroCup Daily Qualifiers»), lasts 12 calendar days.
 - b) The second stage, the group stage (hereinafter «CLA EuroCup Group Stage»), lasts 1 calendar day.
 - c) The third and final stage (hereinafter referred to as the «CLA EuroCup Final Six») lasts 1 calendar day.
- 1.4 At the end of each tournament, one winner is determined («season winner»).
- 1.5 All stages of the tournament are held on the PlayStation gaming platform in the gaming environment of the NBA sports simulator from the publisher 2K Sports.
- 1.6 The results of all matches, as well as the results of the series, are entered into the standings, which are constantly updated online.
- 1.7 Sportsmen who have reached the age of 18 can participate in tournaments. All participants must have the appropriate accreditation and clearance from the organizers.
- 1.8 Tournaments are held at specialized stationary esports venues, and both participants and organizers must comply with all sanitary and hygiene standards.

2. Procedure for the CLA Daily Qualifiers

- 2.1 The CLA Daily Qualifiers is the first (qualifying) stage of the tournament, which runs from Monday to Friday for two weeks.

- 2.2 Participants compete against each other in the «Play Now» mode on the «Superstar» difficulty level.
- 2.3 As part of the CLA Daily Qualifiers, a series of meetings are held between the participants (hereinafter referred to as the «series»). The series is held in a round-robin system, with the participants playing on the principle of «each with each» in two rounds.
- 2.4 Regular time consists of four quarters of five minutes, for a total of twenty minutes of playing time. The duration of one overtime (extra time) is three minutes of playing time. Game time is the equivalent of the actual time.
- 2.5 If, within the framework of regular playing time, the match ended with the result of a «Draw», the participants play extra time until one of them completes overtime with an advantage of one or more points. The number of overtime in a match is unlimited.
- 2.6 Upon the end of the main playing time, the result is recorded in the statistics of the series.

3. Determining the winner of the series as part of the CLA Daily Qualifiers

- 3.1 According to the results of the match, the player is awarded points:
 - a) for a win — 3 points;
 - b) for a loss — 0 points.
- 3.2 If, due to the occurrence of force majeure circumstances, it is not possible to conduct or complete the match, the participants are awarded 0 points each.
- 3.3 If the match was interrupted for technical reasons, the result of the participants at the moment when it was interrupted is entered into the standings (section «Points») and is taken into account when determining the winner of the tournament.
- 3.4 If two participants have the same percentage of wins, the winner of the tournament, as well as all other places in the standings, are distributed as follows:



- a) by the difference between scored and missed points in all matches held within the series.
 - b) by the number of points scored in all matches held within the series.
 - c) by the difference between scored and missed points in personal meetings held within the series.
 - d) by the number of points scored in personal meetings held within the series.
 - e) by the percentage of wins for all matches played in the league.
- 3.5 The results of all matches are included in the tournament statistics, which are constantly updated online.

4. Determination of participants in the CLA Group Stage based on the results of the CLA Daily Qualifiers

- 4.1 At the end of each series, participants are awarded EuroCup Points (hereinafter referred to as “points”) according to the places taken:
- a) for the first place - 3 points.
 - b) for the second place - 1 point.
 - c) third place - 0 points.
- 4.2 The results of all series are entered into the division leaderboard. The data in the leaderboard is updated at the end of each series.
- 4.3 If, following the results of the series, several participants scored an equal number of points, the places in the division leaderboard are distributed as follows:
- a) by the difference between the points scored and conceded in all meetings held within the framework of the CLA Daily Qualifiers.
 - b) by the number of points scored in all meetings held within the framework of the CLA Daily Qualifiers.



- 4.4 Participants who take the first four places in their division automatically go to the next round - CLA Group Stage.
- 4.5 The participant who, according to the results of the CLA Daily Qualifiers stage, has passed to the next round, reserves the right to refuse further participation in the tournament. In this case, the player next to him in the division leaderboard gets the opportunity to continue participating in the tournament.

5. Force majeure circumstances at the CLA Daily Qualifiers

- 5.1 If the scheduled match cannot be played due to technical problems, the match is considered canceled.
- 5.2 Canceled matches are not rescheduled and remain in the «Cancelled» status.
- 5.3 If during the match there were technical problems and it is no longer possible to conduct the match, the match is recognized as interrupted. Interrupted matches are not transferred, they remain in the status «Interrupted».
- 5.4 The match may be restarted in the cases described below, provided that the error was discovered before the opening of the score and/or the end of the first half:
- a) if the match was not started according to the schedule.
 - b) if the team was chosen incorrectly.
 - c) if the composition of the teams was determined incorrectly.
 - d) if the home/away side was chosen incorrectly.
 - e) in other cases, such a match will be considered canceled.
- 5.5 If, due to force majeure, the declared player cannot take part in the match, an advance or urgent replacement of the player is carried out.
- 5.6 In the event of a replacement of a participant, all points earned by him earlier are credited to the player who replaced him.

- 5.7 If it is impossible to make a substitution, the series is played without the previously declared participant.

6. General provisions for the CLA Group Stage and EuroCup Final Six

- 6.1 CLA Group Stage and CLA EuroCup Final Six are held online.
- 6.2 Participants compete in «My Team» mode on the «Superstar» difficulty level. Using the «Limited» rules.
- 6.3 Mode limitation «Limited»:
- You may use 1 «Pink Diamond» and 1 «Diamond» You may use 2 «Amethysts»
- You must use at least 2 «Rubies», 2 «Sapphires», 2 «Emeralds», and 3 «Golds» card
- No «Free Agent» cards allowed
- 6.4 2K Sports server is used for matches
- 6.5 Within the framework of the CLA Group Stage and CLA EuroCup Final Six, division participants can play for four equivalent teams. Team names contain a division identifier (UA — Ukraine, HR — Croatia, PL — Poland) and a serial number (for example, «UA Team 1»).
- 6.6 Teams are distributed among the participants of the same division according to their results in the CLA Daily Qualifiers.
- 6.7 The team is assigned to the participant until the end of the tournament and cannot be replaced.
- 6.8 Matches of the CLA Group Stage and CLA EuroCup Final Six are held in the Best of 2 formats (hereinafter referred to as «BO2»).
- 6.9 Each match of the series is played to win. If, within the framework of regular playing time, the match ended with the result «Draw», the participants play extra time until one of them completes overtime with an advantage of one or more points. The number of overtime in a match is unlimited.

6.10 Regular time consists of four quarters of five minutes, for a total of twenty minutes of playing time. The duration of one overtime (extra time) is three minutes of playing time. Game time is the equivalent of the actual time.

7. Order of the CLA Group Stage

7.1 CLA Group Stage is the second stage of the tournament, which takes place every two weeks on Saturdays.

7.2 According to the results of the CLA Daily Qualifiers, four players from each division who have earned the most EuroCup Points advance to the CLA Group Stage.

7.3 At the CLA Group Stage, three groups are formed: group A, group B, and group C. The distribution of players into groups is as follows:

Group A	Group B	Group C
1p UA Division	1p HR Division	1p PL Division
2p HR Division	2p PL Division	2p UA Division
3p PL Division	3p UA Division	3p HR Division
4p UA Division	4p HR Division	4p PL Division

7.4 Participants play each other in the BO2 series on the principle of «each against each» (one match «at home» and the second match «away»).

7.5 According to the results of the BO2 series, the participants are awarded points:

- a) for the victory — 3 points.
- b) for a draw — 1 point.
- c) for defeat — 0 points.

- 7.6 If several participants have scored an equal number of points, the places in the group standings are distributed as follows:
- a) by the difference between scored and missed points in all matches held within the stage.
 - b) by the number of points scored in all matches held within the stage.
 - c) by the difference between scored and missed points in personal meetings held within the series.
 - d) by the number of points scored in personal meetings held within the series.
 - e) by the percentage of wins for all matches played in the league.
- 7.7 The participants who took first and second places in their groups meet each other in the CLA EuroCup Final Six the next day.
- 7.8 Participants who take third and fourth place in their groups leave the tournament.

8. Force majeure circumstances at the CLA Group Stage

- 8.1 If the scheduled match cannot be played due to technical problems, the match is considered canceled. Canceled matches are not rescheduled and remain in the «Cancelled» status.
- 8.2 If there are technical problems during the match, the match is canceled and a forfeit loss is awarded to the home team.
- 8.3 If, due to force majeure, the declared player is late for the match, or cannot attend the first match of the series, he is awarded a forfeit defeat in the series.
- 8.4 If, due to force majeure, the declared player cannot continue to participate in the tournament, no substitution will be made, and in all matches, this participant will be awarded a forfeit loss.

9. Order of the CLA EuroCup Final Six

- 9.1 CLA EuroCup Final Six is the third and final stage of the tournament, which takes place on Sundays every other week. The winner of this stage is considered the winner of the season of the tournament.
- 8.2 Based on the results of the CLA Group Stage, players form a group.
- 9.3 The participants play each other in the BO2 series on a one-on-one basis. Within the framework of one series, the participants play one match «at home» and the second match «away».
- 9.4 The results of all matches, as well as the results of the series, are entered into the standings, which are constantly updated online.
- 9.5 According to the results of the BO2 series, the participants are awarded points:
- a) for the victory — 3 points.
 - b) for a draw — 1 point.
 - c) for defeat — 0 points.
- 9.6 If several participants have scored an equal number of points, the places in the group standings are distributed as follows:
- a) by the difference between scored and missed points in all matches held within the series.
 - b) by the number of points scored in all matches held within the series.
 - c) by the difference between scored and missed points in personal meetings held within the series.
 - d) by the number of points scored in personal meetings held within the series.
 - e) by the percentage of wins for all matches played in the league.
- 9.7 The participant who won first place in the CLA EuroCup Final Six according to the results of the series played, is the winner of the season.

10. Circumstances of force majeure at the stage CLA EuroCup Final Six

- 10.1 If a scheduled or started match cannot be played due to technical problems, the match is canceled and a forfeit loss is awarded to the home team.
- 10.2 If, due to force majeure, the declared player is late for the match, or cannot attend the first match of the series, he is awarded a forfeit defeat in the series.
- 10.3 If, due to force majeure, the declared player cannot continue to participate in the tournament, no substitution will be made, and in all matches, this participant will be awarded a forfeit loss.