

REGULATIONS
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eBASKETBALL

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C Y B E R L I V E ! A R E N A

1. General Provisions

- 1.1 The international tournament, CLA EuroCup eBasketball (hereinafter referred to as the "tournament"), is an esports competition featuring four players from each division of the CyberLive!Arena esports league ("CLA").
- 1.2 Each tournament is assigned a unique number (hereinafter – "Season").
- 1.3 The tournament lasts 21 calendar days and consists of three stages:
 - a) The first stage – the qualifying stage (hereinafter – "CLA EuroCup eBasketball Daily Qualifiers"), lasts 19 calendar days.
 - b) The second stage – the group stage (hereinafter – "CLA EuroCup eBasketball Group Stage"), lasts 1 calendar day.
 - c) The third stage – the final stage (hereinafter – "CLA EuroCup eBasketball Final Six"), lasts 1 calendar day.
- 1.4 Each tournament concludes with one Season Winner.
- 1.5 All stages of the tournament are held on the PlayStation platform within the NBA sports simulator environment published by 2K Sports. This tournament is not affiliated with or sponsored by Take-Two Interactive Software, Inc. or its licensors.
- 1.6 The results of all matches, as well as the results of the series, are entered into the tournament table, which is continuously updated online.
- 1.7 The tournament is open to esports players aged 18 and over who have received proper accreditation and approval from the organizers.
- 1.8 All events are held at specialized esports venues, where participants and organizers must adhere to established sanitary and hygienic standards.

2. Procedure for the CLA EuroCup eBasketball Daily Qualifiers

- 2.1 The CLA EuroCup eBasketball Daily Qualifiers represent the first (qualifying) stage of the tournament. This stage spans 19 calendar days, occurring from Tuesday to Saturday over a period of three weeks.
- 2.2 During this stage, participants compete in Play Now mode at the Superstar difficulty level.
- 2.3 As part of the CLA EuroCup eBasketball Daily Qualifiers, participants engage in a series of matches (hereinafter referred to as "series"). These

series are conducted on a round-robin basis, with participants playing head-to-head in two rounds.

- 2.4 The winner of the match is also determined within regular game time. "Regular game time" refers to four quarters of five minutes each, totaling twenty minutes of gameplay. The duration of one overtime period (additional time) is three minutes of gameplay. The gameplay time is equivalent to actual time.
- 2.5 If the match ends in a tie during regular game time, participants play overtime until one of them finishes an overtime period with a lead of at least one point.
- 2.6 If no winner is determined after four overtime periods, the next scheduled match is canceled.
- 2.7 At the end of regular playing time, the result is recorded in the series statistics.

3. Determining the Winner of the Series in the CLA EuroCup eBasketball Daily Qualifiers

- 3.1 Based on the results of all matches played within the series, the win percentage of each participant is calculated.
- 3.2 If, due to force majeure circumstances, conducting or completing a match becomes impossible, 0% is added to each participant's overall win percentage.
- 3.3 If a match is interrupted due to technical reasons, the participants' results at the time of the stoppage are recorded in the tournament standings (under the "Points" section) and factored into determining the tournament winner.
- 3.4 If two participants have an equal number of points, the series winner and all other positions in the tournament standings are determined as follows:
 - a) By the point difference (points scored minus points conceded) across all matches played within the series.
 - b) By the total number of points scored across all matches played within the series.

- c) By the point difference (points scored minus points conceded) in head-to-head matches within the series.
- d) By the highest win percentage across all league tournament appearances.

3.5 The results of all matches are recorded in the tournament statistics, which are continuously updated in real-time.

4. Determining the Participants of the CLA EuroCup eBasketball Group Stage Based on the Results of the CLA EuroCup eBasketball Daily Qualifiers

4.1 At the end of each series, participants are awarded EuroCup Points (hereafter referred to as "points") based on their final standings:

- a) First place - 3 points
- b) Second place - 1 point
- c) Third place - 0 points

4.2 All series results are recorded in the division leaderboard, which is updated at the end of each series.

4.3 If several participants have the same number of points based on the results of the series, the divisional leaderboard standings are determined as follows:

- a) By the point difference (points scored minus points conceded) across all matches played in the CLA EuroCup eBasketball Daily Qualifiers.
- b) By the total number of points scored across all matches played in the CLA EuroCup eBasketball Daily Qualifiers.
- c) By the point difference (points scored minus points conceded) in head-to-head matches within the CLA EuroCup eBasketball Daily Qualifiers.
- d) By the highest win percentage across all league tournament appearances.

4.4 Participants who placed in the top four positions in their division automatically advance to the next stage — the CLA Group Stage.

4.5 If a player who qualified during the CLA EuroCup eBasketball Daily Qualifiers is unable to continue in the tournament due to unforeseen

circumstances, their spot is taken by the next highest-ranked player in the division leaderboard.

5. Force Majeure Circumstances During the CLA EuroCup eBasketball Daily Qualifiers Stage

- 5.1 If a scheduled match cannot be held due to technical issues, the match is declared canceled.
- 5.2 Canceled matches are not rescheduled and retain the status "Canceled".
- 5.3 If technical issues occur during a match with an open score, making it impossible to complete, the match is declared interrupted. The score of the interrupted match is recorded in the official statistics, but no winner is awarded. Interrupted matches are not rescheduled and retain the status "Interrupted".
- 5.4 A match may only be resumed under specific circumstances if the issue is identified before the start or end of the first half:
 - a) The match did not start as scheduled
 - b) An incorrect team was selected
 - c) An incorrect team composition was determined
 - d) The home/away sides were selected incorrectly.

In all other cases, the match will be considered "Canceled."

- 5.5 In cases where a player cannot participate due to force majeure, an urgent replacement may be arranged.
- 5.6 In case of a participant replacement, all points previously earned by the original participant in the current series are credited to the substitute player.
- 5.7 If a replacement is not feasible, the series proceeds without the originally scheduled participant.

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

- 6.1 The CLA EuroCup eBasketball Group Stage and CLA EuroCup eBasketball Final Six stages are conducted online.

- 6.2 Participants compete in "My Team" mode at the "Superstar" difficulty level with the "Limited" rules setting applied.
- 6.3 The rule limitations are reviewed by the organizer every three seasons.
- 6.4 The matches are hosted on the "2K Sports" server.
- 6.5 Within the stages of the CLA EuroCup eBasketball Group Stage and the CLA EuroCup eBasketball Final Six, division participants may represent three teams. Each team name includes the division identifier (UA – Ukraine, HR – Croatia, PL – Poland) and a sequential number (e.g., "UA Team 1").
- 6.6 Teams are assigned among participants of the same division based on their results in the CLA EuroCup eBasketball Daily Qualifiers.
- 6.7 Once a team is assigned, it remains with the participant until the end of the tournament and cannot be changed.
- 6.8 Matches of the CLA EuroCup eBasketball Group Stage and CLA EuroCup eBasketball Final Six are played in a Best of 2 format (hereinafter – "Bo2").
- 6.9 Each match in the series is played until a winner is determined. If the match ends in a tie during regular playing time, participants proceed to overtime, continuing until one of them secures a lead of at least one point. The number of overtime periods in a match is unlimited.
- 6.10 The winner of the match is also determined within regular game time. "Regular game time" refers to four quarters of five minutes each, totaling twenty minutes of gameplay. The duration of one overtime period (additional time) is three minutes of gameplay. Gameplay time is equivalent to actual time.

7. Procedure for the CLA EuroCup eBasketball Group Stage

- 7.1 CLA EuroCup eBasketball Group Stage is the second stage of the tournament, held on Sundays every three weeks.
- 7.2 Based on the results of the CLA EuroCup eBasketball Daily Qualifiers, four players from each division who earned the most EuroCup Points advance to the CLA EuroCup eBasketball Group Stage.
- 7.3 At the CLA EuroCup eBasketball Group Stage, three groups of four participants are formed: Group A, Group B, and Group C. Players are

assigned to the groups randomly, following one rule: no group may have more than two representatives from the same division.

- 7.4 Participants compete in Bo2 series following a round-robin format, where each player faces every other player in their group. Each series consists of one "home" match and one "away" match.
- 7.5 Points are awarded based on match outcomes:
 - a) Victory: 3 points
 - b) Draw: 1 point
 - c) Loss: 0 points
- 7.6 If several participants have the same number of points, the group stage standings are determined as follows:
 - a) By the point difference (points scored minus points conceded) across all matches played within the CLA EuroCup eBasketball Group Stage.
 - b) By the total number of points scored across all matches played within the CLA EuroCup eBasketball Group Stage.
 - c) By the point difference (points scored minus points conceded) in head-to-head matches within the CLA EuroCup eBasketball Group Stage.
 - d) By the highest win percentage across all league tournament appearances.
- 7.7 Participants who finish first and second in their groups advance to the final stage of the tournament, the CLA EuroCup eBasketball Final Six. The remaining players are eliminated from the tournament.

8. Force Majeure Circumstances at the CLA EuroCup eBasketball Group Stage

- 8.1 If a scheduled match cannot be played due to technical issues, it is declared canceled. Canceled matches are not rescheduled and retain the status of "Canceled."
- 8.2 In the event of technical issues during a match, the match is canceled and a technical defeat is awarded to the home team.

- 8.3 If a registered player is late for a match or unable to attend the first match of the series due to force majeure circumstances, they are awarded a technical loss for the series.
- 8.4 If a registered player is unable to continue participating in the tournament due to force majeure circumstances, no replacement is made, and they are awarded a technical loss in all remaining matches.

9. Procedure for the CLA EuroCup eBasketball Final Six

- 9.1 CLA EuroCup eBasketball Final Six is the third and final stage of the tournament, held every Monday, once every three weeks. The winner of this stage is considered the season champion.
- 9.2 Based on the results of the CLA EuroCup eBasketball Group Stage, players are grouped into a single group.
- 9.3 Participants compete in Bo2 series following a round-robin format, where each player faces every other player. Each series includes one "home" match and one "away" match.
- 9.4 The results of all matches, as well as series outcomes, are recorded in the tournament leaderboard, which is continuously updated in real-time.
- 9.5 Points are awarded based on match outcomes:
- a) Victory: 3 points
 - b) Draw: 1 point
 - c) Loss: 0 points
- 9.6 If several participants have the same number of points, the standings in the group table are determined as follows:
- a) By the point difference (points scored minus points conceded) across all matches played within the CLA EuroCup eBasketball Final Six.
 - b) By the total number of points scored across all matches played within the CLA EuroCup eBasketball Final Six.
 - c) By the point difference (points scored minus points conceded) in head-to-head matches within the CLA EuroCup eBasketball Final Six.
 - d) By the highest win percentage across all league tournament appearances.

- 9.7 The participant who places first in the CLA EuroCup eBasketball Final Six based on the results of the played series is declared the season champion.

10. Force Majeure Circumstances at the CLA EuroCup eBasketball Final Six

- 10.1 If a scheduled or ongoing match cannot be held due to technical issues, the match is canceled and a technical defeat is awarded to the home team.
- 10.2 If, due to force majeure circumstances, a player is late for the match or cannot attend the first match of the series, they are assigned a technical defeat for the series.
- 10.3 If a player is unable to participate in a match due to force majeure, they will receive a technical defeat and will be eliminated from the tournament.

11. Adherence to the Principles of Fair Play

- 11.1 Tournament participants are strictly prohibited from engaging in match-fixing or any arrangements that predetermine match outcomes, violating the principles of sports integrity and fairness. Any attempt to influence match results, regardless of form or the level of player involvement, constitutes a serious breach of tournament regulations.
- 11.2 All teams and participants are required to uphold fair play principles, demonstrate respect for opponents, and fulfill their responsibilities in good faith, in full compliance with tournament rules.
- 11.3 If any participant is found to have engaged in match-fixing or other actions intended to manipulate game outcomes, they will be immediately disqualified from the current tournament and banned from all future competitions held under the UCEF, ESUH, STEP federations, and CyberLive! Arena league. Disqualification is final and cannot be appealed.