



FIBA

We Are Basketball

eFIBA Competition Regulations

Contents

1.	<i>Definitions</i>	3
2.	<i>General</i>	6
3.	<i>Competition System</i>	7
4.	<i>Eligibility, Composition and Registration of Teams</i>	8
5.	<i>Player Eligibility, Registration and Verification</i>	10
6.	<i>Equipment and Dress Code</i>	12
7.	<i>Officials</i>	13
8.	<i>Game Organization and Rules</i>	16
9.	<i>Commercial Rights</i>	22
10.	<i>Media and Communication</i>	24
11.	<i>Data</i>	27
12.	<i>Miscellaneous</i>	27
13.	<i>Disciplinary</i>	28

1. Definitions

Capitalized terms in these Regulations shall have the meanings given to them in the FIBA General Statutes and/or the FIBA Internal Regulations, unless defined otherwise in these Regulations. The term "include" and any of its variations (including, includes, etc.) are to be construed without limitation.

Admin: An administrative official as defined in Section 7.2.1.

Artificial Intelligence (AI) : Non-player characters. These characters are controlled by the AI, not the Player. The avatar, however, will remain in the Game.

Avatar: The in-Game athlete that a Player is using during a Game.

Away Team: The side designated as such for the Game by the Head Referee, as explained in Section 8.4.1, the Team that successfully completed the Code Search Process by entering the provided matchmaking code second as explained in Section 8.4.2. This is also visually identifiable in-Game, as the Away Team plays the Game on its own court.

Broadcaster: The entity that shares the eFIBA Game content on either a linear television channel, online streaming channel or similar.

Captain: As defined in Section 4.2.3.

Code Search Process: The procedure in which the Head Referees or Admin provides each Team with a matchmaking code. These codes are entered into the Pro-Am Private Game search by the Home Team then the Away Team, enabling both Teams to connect and initiate the official Game.

Competition: Any of the eFIBA regional or world events, including any of the stages, comprising the current eFIBA Season.

Discord: This is the official Discord server for the competition, serving as the primary platform for announcements, communication, and coordination between teams, officials, and administrators. The server can be accessed at <https://discord.gg/AyuuR8DPxs>

Cronus: Refers to a specific brand of External Device capable of modifying, automating, or enhancing controller inputs beyond the intended functionality of the Game's approved equipment.

Equipment: The equipment outlined in Section 6.1.

External Devices: Are any third-party tools, attachments, or hardware not authorised within these Regulations that modify, enhance, or automate gameplay inputs, including but not limited to Zens, Cronus, and similar input-altering products.

FIBA Media Guide: As defined in Section 10.2.

FIBA Rights: As defined in Section 9.a.

FIBA Streaming Guide: A guide issued by eFIBA that provides visual instructions on how to set up and deliver a live stream, as referenced in Section 8.13.1.

Forfeit: The official designation applied when a Team is assigned a loss by the Head Referee due to the reasons foreseen in these Regulations. The result issued will be a 0–20 loss, recorded as



the final score for that Game. The opposing Team is awarded a 20–0 win.

Game: Each of the scheduled competitive encounters between opposing participating Teams during a Competition. One Match may contain multiple Games. The number of Games within one Match are determined as per Article 2.

Game Media: Screenshots and videos of Gameplay.

Head Referees: The top Officials of the Competition as defined in Section 7.1.1.

Home Team: The side designated as such for the Game by the Head Referee, as explained in Section 8.4.1, the Team that successfully completed the Code Search Process by entering the provided matchmaking code, first as explained in Section 8.4.2. This is also visually identifiable in-Game, as the Home Team plays the Game on the opponent's court.

In-Person Competition: A Competition in which Teams compete against each other with their Players physically present at an official venue.

NBA2K: The basketball simulation video Game developed by Visual Concepts and published by 2K Sports. This refers to the latest edition of NBA2K available at the start of the competition.

Match: Each scheduled competitive encounter between opposing Teams in a Competition. Games are encompassed within the term "Match," as winning a "Match" requires winning the individual Games that make up that Match.

NMF: A National Member Federation of FIBA.

Officials: Refers to both the Head Referees and Admins.

Online Competition: A Competition taking place through the online multiplayer mode in NBA2K.

Player: Any and all players whose registration has been submitted to FIBA by a NMF.

Player Entry Form: The entry form provided by FIBA to be signed by any Player before participating in a Competition.

Player Registration Deadline: The deadline within which all NMFs must register the Players of its Team for the participation in the Competition.

Pro – AM: A competitive Game mode where Player's form Teams with their custom MyPlayers to compete in 5v5 Games.

PS Plus: The PlayStation subscription service required to play multiplayer Games online.

PSN ID: An online ID for the PlayStation Network.

Rhythm Shooting: A two-stage shot input in NBA 2K where a player pulls the stick down to start the shot, then pushes it up timed with the shooter's release animation. Instead of pressing a button once, the user matches the rhythm of the jump shot using visual cues rather than a shot meter.

Season: The totality of Matches played during a defined period.

Shot Feedback: The on-screen visual indicator displayed when a shot is attempted in the Game, providing information on shot timing, shot quality, and other relevant factors that determine the success of the attempt.



Streamer: As defined in Section 4.2.4.

Sum of 2: Refers to a scheduled matchup format in which the two opposing Teams play two official Games, with each Game recorded independently.

Team: Any and all teams of NMFs participating in the Competition.

Team Confirmation Deadline: The deadline within which all NMFs must register their interest in participating in the Competition.

Team Protest: As defined in Section 7.3.1.

Team Registration Form: The registration form provided by FIBA to be filled in and signed by any NMF seeking to register a Team for participation in the Competition.

Team Registration Deadline: The deadline within which all NMFs must register their Team for the participation in the Competition.

Ticket System: A private support channel created by a NMF within the Ticket Support channel of the eFIBA S4 Support section on Discord. A ticket opens a confidential chat between the participant, Head Referees and Admin.

Verified Player: As defined in Section 5.5.1.

World Finals: The closing event of the eFIBA season, where the eFIBA World Champion will be crowned. If possible, the event takes place on a Local Area Network (LAN) stage.

Zens: Refers to an External Device that alters or automates controller actions in a manner not supported by the Game's official hardware.

2. General

2.1 Regulatory Framework

- 2.1.1 These Regulations define, govern, and regulate the Competition in detail, as authorized by the FIBA Central Board pursuant to Book 2 Article 2-8 of the FIBA Internal Regulations.
- 2.1.2 These Regulations enter into force on 15 December 2025. FIBA may update or amend these Regulations from time to time, in which case the changes will be promptly notified to the NMFs.
- 2.1.3 The FIBA Internal Regulations, in particular Books 1 and 4 of the FIBA Internal Regulations apply to the Competition.
- 2.1.4 In case of any conflict or discrepancy, the FIBA General Statutes and the FIBA Internal Regulations (to the extent applicable) shall prevail over these Regulations except for those special provisions herein enacted.

2.2 Competence

- 2.2.1 FIBA has the authority to organise, sanction and control the Competition worldwide. To the extent provided in Chapter 7 below, FIBA may act through the Officials mentioned therein.
- 2.2.2 FIBA is competent to make any decision with respect to the Competition and/or any Match, including without limitation, imposing sanctions (Book 1 of the FIBA Internal Regulations, Chapter 6 – Sanctions), restricting the participation in or removing Teams from a Match or the Competition, cancelling, relocating, or postponing a Competition or Match, or withdrawing FIBA recognition, whenever a conflict or any other issue arises that, at FIBA's discretion, could reasonably jeopardise the reputation of FIBA, the sport of basketball, the integrity or the successful staging of the Competition or Match, or the health, safety and/or security of the participants.
- 2.2.3 FIBA may, at its discretion, delegate any of its responsibilities related to the organisation of the Competition, excluding disciplinary authority, to any third party.

3. Competition System

3.1 Competence

- 3.1.1 The eligible NMFs are divided into seven regions. Exact timings for each Match-slot will be communicated via Discord.
- 3.1.2 The competition system, playing dates, and other relevant information regarding that topic will be shared with NMFs in the first circular letter or through any other means of official communication.

3.2 Competition System

- 3.2.1 The competition system will be updated yearly or as needed.

4. Eligibility, Composition and Registration of Teams

4.1 Team Eligibility

Each Team in the Competition shall represent one (1) NMF. Any NMF in good standing with FIBA shall be entitled to submit a Team to participate in the Competition. In principle, each NMF shall be represented by one (1) Team only, unless decided otherwise by FIBA, at its absolute discretion.

4.2 Team Composition

- 4.2.1 For Online Competitions, a Team must consist of a minimum of five (5) players and a maximum of seven (7) Players.
- 4.2.2 For In-Person Competitions, a Team must consist of five (5) Players.
- 4.2.3 Each Team shall designate one of its Players as the Team's main point of contact vis-à-vis FIBA (the "**Captain**"). If possible, an English-speaking Player shall be designated as Captain.
- 4.2.4 Each Team shall designate one of its Players as the Player through whose webcam the Player will be shown (the "**Streamer**"). The Streamer may be the same Player as the Captain.
- 4.2.5 Each Team shall designate one Player who will be responsible for providing the in-Game feed to eFIBA. The Player may be the same Player as the Captain, and it is highly desirable that it is the same Player as the Streamer.
- 4.2.6 Except for instances of rescheduling as per Section 8.9.2, NMFs are not permitted to make changes to the composition of their Team during the Competition.
- 4.2.7 Each Team shall nominate a starting line-up of five (5) players twenty-four (24) hours before the commencement of a Match for each upcoming Match.
- 4.2.8 Teams are allowed to change their starting five between Matches on the same Game day, provided they give prior notice to the Head Referees in the relevant captain's channel on Discord at least thirty (30) minutes before the start of the Match.
- 4.2.9 Teams are not allowed to make any changes into the line-up between Games.

4.3 Team Confirmation

- 4.3.1 For each Competition, FIBA will communicate via email and Discord to the NMFs the deadline for confirming Teams and of any required documents to be submitted within the Team Confirmation Deadline along with providing the NMFs with the Team Registration Form.
- 4.3.2 Any NMF that wishes to participate in the Competition shall confirm their interest in participating through email, to support@efiba.basketball, within the



Team Confirmation Deadline. NMFs will not be required to pay a registration fee.

4.3.3 FIBA may impose other or additional Team confirmation requirements at any time, in which case it will inform the NMFs immediately.

4.4 Team Registration

4.4.1 For each Competition, FIBA will communicate via email and Discord to the NMFs the deadline for registering Teams, and of any required documents to be submitted within the Team Registration Deadline together with the Team Registration Form.

4.4.2 Upon expiry of the Team Confirmation Deadline (at 24h00 Swiss time of the relevant date), the NMF that

- duly confirmed with FIBA in accordance with this Section 4.3.2, shall be able to complete the Team Registration.
- has not fulfilled the requirements of this Section 4.3.2, shall be deemed unable to complete the Team Registration and participate in the respective year's Competition.

4.4.3 Any NMF that wishes to participate in the Competition shall register its Team by submitting a filled-in and signed Team Registration Form and any other required document to support@efiba.basketball within the Team Registration Deadline. FIBA may, in its discretion, grant an NMF a short extension of the Team Registration Deadline. NMFs will not be required to pay a registration fee.

4.4.4 Upon expiry of the Team Registration Deadline (at 24h00 Swiss time of the relevant date), the registration of a Team that

- duly registered with FIBA in accordance with this Section 4.4, shall be legally binding
- has not fulfilled the requirements of this Section 4.4, shall be deemed withdrawn and FIBA may select a substitute at its sole discretion.

4.4.5 NMFs that have registered a Team for a Competition and withdraw their participation after the confirmation became legally binding (see Section 4.4.4) or fail to appear with the minimum number of Players (see Sections 4.2.1 and 4.2.2) at the opening of the Competition, may be sanctioned by FIBA with a fine of up to CHF 10,000. In addition to a fine, FIBA may impose any other sanctions that it deems appropriate in accordance with Book 1 of the FIBA Internal Regulations. Withdrawals that take place within fifteen (15) days of the start of a Competition shall be considered especially serious for the purposes of sanctioning.

4.4.6 FIBA may impose other or additional Team registration requirements at any time, in which case it will inform the NMFs immediately.

5. Player Eligibility, Registration and Verification

5.1 Player Eligibility Requirements

- 5.1.1 In order to play in the Competition, a Player:
- a. Must be a minimum of sixteen (16) years old by the first day of the Competition.
 - b. Must hold the legal nationality (Passport and ID) of the country whose NMF their Team represents.
 - c. Subject to Special Cases (see Section 5.2), must not have previously played for the Team of any other NMF in an eFIBA Competition (as defined in Book 2 Article 2-8 of the FIBA Internal Regulations).
 - d. Must be resident in a country that does not impact playability at the discretion of FIBA; and
 - e. Must not be an employee of FIBA, or of any its subsidiaries or affiliates, or an immediate family member of such employee.

5.2 Special Cases

- 5.2.1 A Player who has previously played for a Team of a NMF in any eFIBA Competition may not play for a Team of another NMF in any eFIBA Competition. However, in exceptional circumstances and at its sole discretion, FIBA may authorise such Player to play for the Team of another NMF in different competition years. In exercising this discretion, FIBA must take into account the totality of the circumstances which may include, amongst other possible considerations, whether there are close links (sporting or otherwise) between the Player and the other NMF's country and whether such authorisation is in the interest of the development of any electronic or virtual discipline of the sport of basketball in this country.
- 5.2.2 In any event, FIBA may not grant such authorisation for a Player during the same Season that the Player has played for another NMF.
- 5.2.3 Any Player who has played in a main eFIBA Competition for a NMF's Team for which the Player is eligible is considered having chosen the NMF of that country.
- 5.2.4 Before making its decision, FIBA may consult with both NMFs and the Player involved.
- 5.2.5 Decisions by FIBA on special cases may be subject to the payment of an administrative fee of up to CHF 20,000.
- 5.2.6 A Team participating in a Competition may have only one (1) Player authorised under this article.



5.2.7 Only NMFs may request to FIBA the application of Section 5.2.

5.3 Player Registration

5.3.1 For each Competition, FIBA will communicate via email and Discord to the NMFs the deadline for registering the Players of their Team. The Player Registration. Players must complete this registration form: <https://forms.gle/dVDtu8cwpQJnBy8A8>

5.3.2 Any NMF that has validly registered its Team in accordance with Section 4.4 must register the Players of its Team in MAP and submit the following within the Player Registration Deadline to FIBA by email to support@efiba.basketball:

- A list of the Players that the NMF wishes to register, using the form provided by FIBA;
- A valid Passport and ID for each Player (in exceptional circumstances, FIBA may, at its sole discretion, accept other government-issued proof of a Player's age and nationality); and
- Any further documents required by FIBA (in which case FIBA will notify such additional documentary requirements to the NMFs together with the notification of the Player Registration Deadline).

5.3.3 FIBA may, in exceptional circumstances and at its sole discretion, grant a NMF a short extension of the Player Registration Deadline.

5.3.4 If any of the requirements set out in Section 5.3.2 are not met within the Player Registration Deadline, the relevant Player(s) will not be registered, irrespective of whether the Player(s) meet the eligibility requirements set out in Section 5.1.

5.4 Responsibility of the NMF

5.4.1 The NMF is responsible for ensuring that its Team comprises only of Players who meet the eligibility requirements listed in Section 5.1 at all times during the relevant Competition. For the avoidance of doubt, Article 1-183 of the FIBA Internal Regulations shall apply *mutatis mutandis*.

5.5 Player Verification

5.5.1 A Player becomes a “**Verified Player**” once FIBA has confirmed to the relevant NMF that the Player was registered in accordance with Section 5.3 and is eligible to play for the Team for which they have been registered in accordance with Section 5.1.

5.5.2 Only Verified Players may participate in a Competition.

5.5.3 Verified Players who fail to appear at any Match of a Competition may be subject to sanctions by FIBA in accordance with Book 1 of the FIBA Internal Regulations, depending on the circumstances.

6. Equipment and Dress Code

6.1 Equipment for Online Competitions

6.1.1 In order to participate in any Online Competition, the NMFs shall ensure that the following equipment requirements are fulfilled:

- Each Player must own or have access to the latest version of NBA2K on PlayStation 5.
- Each Player must have a valid PSN ID.
- Each Player must have a valid PS Plus subscription.
- The Captain or Streamer must have a webcam (on phone or computer) to properly stream Matches.

6.2 Equipment for In-Person Competitions

6.2.1 FIBA will provide any required equipment for any In-Person Competitions.

6.3 Dress Code

All Players participating in an In-Person-Competition and all Players appearing on camera in an Online Competition shall meet the following dress code requirements:

6.3.1 Players shall wear either national team jerseys or other attire deemed appropriate at the discretion of FIBA. Teams must provide FIBA with the design of the players' kits for the World Finals at least one (1) week before they travel to the host country.

6.3.2 Players shall not wear, carry or bear any items of a political nature.

6.3.3 Players shall not wear, visibly carry or bear any items related but not limited to:

- Hard alcohol
- Betting
- Crypto
- Firearms
- Pornography
- Political messages
- Smoking/vaping

6.3.4 The violation of the dress code will be sanctioned in accordance with articles 1-173 and 1-174 of the FIBA Internal Regulations.

7. Officials

7.1 Head Referees

- 7.1.1 FIBA shall appoint, at least, one supervising official (“**Head Referees**”) for each Match or for the whole Competition, at its discretion.
- 7.1.2 In addition to any other competences expressly granted to the Head Referees herein, the Head Referees shall decide on the following issues that may arise during a Game or the Competition:
- A. Final score of a Match.
 - B. Ranking of a Team.
 - C. Avatar’s rating.
 - D. Any in-Game consequences of any breaches of these Regulations.
 - E. Teams’ Punctuality

The Head Referee’s decisions on matters falling under letters (A) and (E) are field of play decisions that are final and cannot be appealed.

7.2 Admins

- 7.2.1 FIBA may appoint one or more administrative officials (“**Admins**”) who support the Head Referees, in particular by supervising the Matches, coordinating Teams and Players throughout the Competition, responding to questions and queries of Teams and Players, instructing Teams and Players, and overseeing that these Regulations are complied with. Any issues falling within the scope of Section 7.1.2 shall be immediately reported by the Admins to the Head Referees. If no Admins are appointed, their responsibilities will rest with the Head Referees.
- 7.2.2 Unless expressly provided otherwise herein, Admins shall make any decisions under these Regulations in relation to disconnects, bugs or other technical issues arising in relation to a Game. Such decisions may be made without hearing the Players or Teams concerned. Any Player or Team directly affected by a decision of an Admin may appeal the same to the Head Referees within ten (10) minutes of the conclusion of the Game in which the Admin made the relevant decision. The Head Referee’s decision on the matter shall not be subject to any further appeal.
- 7.2.3 Admins have the ability to issue official warnings if a Player or Team behaves in a way that does not amount to a violation of these Regulations but runs counter to their spirit and/or adversely affects the operation of the Competition. If the Player or Team repeats such behaviour (or materially similar behaviour) in spite of the warning, the behaviour will qualify as a violation of these Regulations, in accordance with Section 13 of these Regulations. The Player/Team on whom/which the warning is imposed may appeal the Admin’s warning to the Head Referees within ten (10) minutes of the conclusion of the Match in which the Admin issued the official warning. The Head Referees’



decision on the matter shall not be subject to any further appeal.

- 7.2.4 If FIBA has not appointed any Admin, the Head Referees will make any decisions under Section 7.2.2 and issue any warnings under Section 7.2.3. Any Player or Team directly affected by such decision or warning may file a request for reconsideration with the Head Referees within the deadlines mentioned in Section 7.2.2 or Section 7.2.3 respectively. The Head Referee's decision on the request for reconsideration shall not be subject to any further appeal.

7.3 Team Protests

- 7.3.1 If, during a Game, a Team considers that a violation of these Regulations took place that directly affects that Team in that Game, the Team may quit the Game (but must do so immediately upon becoming aware of the potential violation) and raise the issue with the Admin or the Head Referees ("**Team Protest**"). Team Protests may only be submitted by the Captain via the Ticket System. If the Team Protest is filed with the Admin, the Admin shall immediately report the Team Protest to the Head Referees, who shall decide on the potential violation of these Regulations and the resulting consequences for the Game.
- 7.3.2 The Head Referees shall use any reliable evidence and can make any appropriate decision, including without limitation cancellation, resumption or partial or full replay of the Game. The Head Referees may not decide to change the result of the Game unless there is clear and conclusive evidence that, had it not been for the matter that gave rise to the Team Protest, the new result would have certainly materialised.

7.4 Protest Procedure

- 7.4.1 If a Captain intends to protest any decision or occurrence, the Captain must submit such protest exclusively through the official **Ticket System**.
- 7.4.2 The use of the Ticket System is mandatory for all Team Protests. Any attempt to raise a Team Protest through other channels, including but not limited to direct messages, group chats, or informal communication with Officials, shall not be considered valid.
- 7.4.3 Once a ticket is submitted, the matter will be reviewed by the Admin and/or the Head Referees in accordance with Sections 7.1 and 7.2.
- 7.4.4 The Captain may appeal an Admin's decision to the Head Referees utilising the Ticket System. The Head Referees' decision shall be final and not subject to further appeal.

7.5 Disciplinary matters

- 7.5.1 For the avoidance of doubt, any decision made by the Head Referees, or the Admins shall not in any way limit or affect FIBA's powers to impose sanctions for Administrative and/or Disciplinary Offences in accordance with Book 1 of the FIBA Internal Regulations, unless expressly provided otherwise in these Regulations.

8. Game Organization and Rules

8.1 Official Communication Channel

- 8.1.1 Official communication between Teams, Players and Officials in relation to the Competition must be done through the Competition Discord Server only, at following link: <https://discord.gg/AUBkY6rz4Q>

8.2 Punctuality

- 8.2.1 Players shall be in the in-Game Pro-Am arena, ready to play Games, at the time requested by the Head Referees.
- 8.2.2 If any Player of a Team arrives at the in-Game Pro-Am arena for a Game at least five (5) minutes after the time requested by the Head Referees, the Player's Team loses the Game by Forfeit. Upon the second (and any further) Forfeit based on this Section 8.2.2, the Head Referees may decide to disqualify the Team from the Competition; in making such a decision, the Head Referees shall take into account whether the relevant NMF established on a balance of probabilities that the Player's late arrival (or no-show) was due to technical issues that could not have reasonably been prevented by the NMF.

8.3 Game Preparation for Online Competitions

- 8.3.1 Players must resolve any issues that arise prior to the start of a Game and could affect the unrestricted participation of the Player during a Game (in particular, without limitation, connection or hardware issues during a Game). Any such issues may lead to disqualification by the Head Referees, notwithstanding other sanctions in accordance with Book 1 of the FIBA Internal Regulations.
- 8.3.2 All Games shall be played on a server located in the region in which the Competition takes place, unless other is decided by the Head Referees.

8.4 Determination of Home and Away Teams

- 8.4.1 For each Sum of 2 matchup, the Head Referee(s) shall designate which Team will be considered the Home Team and who will be considered the Away Team for each Game.
- 8.4.2 The Home Team shall be responsible for initiating the code search process first. A unique code will be provided by the Head Referee(s) to the Home Team, who must confirm that they are actively searching using the code provided. Once confirmed, the same code will be provided to the Away Team who then must search the Game using that code.
- 8.4.3 Correct execution of this procedure shall be visually verifiable by the court displayed in-Game. If correctly executed the Game will be played on the Away Team's court.
- 8.4.4 Any disputes regarding the Home/Away determination or code procedure must be reported immediately to the Head Referee(s). The decision by the Head Referee(s) regarding the Home/Away assignment are final and shall not



be subject to any further appeal.

- 8.4.5 If a Player experiences connection problems, they may proceed playing in the Game as long as it does not disrupt the Gameplay of other Players. If a Player disconnects, the Game shall proceed as regulated in Section 8.8.

8.5 Court Set-up for Online Competitions

- 8.5.1 In Online Competitions, the Home Team in the relevant Game must set up the court in accordance with FIBA's instructions, which will be communicated to the participating NMFs before the relevant Competition.
- 8.5.2 The violation of any sponsorship requirements provided in FIBA's instructions for the court set up shall not be considered of minor gravity; instead, those shall be considered aggravating circumstances in accordance with Article 1-177.b of the FIBA Internal Regulations.
- 8.5.3 Upon a violation of Section 8.4.1, the Head Referees shall declare that the Home Team loses the Game by Forfeit. Instead of imposing this measure, the Head Referees may issue a warning only if it is the Team's first violation of Section 8.4.1 and if the Head Referees decides, at their sole discretion, that the violation is of minor gravity and does not have any material adverse effect on the Away Team. Upon the second or any further violation of Section 8.5.1 by the same Team in the same Competition, the Head Referees can also impose a fine of up to CHF 10,000 for each such violation. For the avoidance of doubt, in addition to the foregoing measures, FIBA may impose any other sanctions it deems appropriate in accordance with Book 1 of the FIBA Internal Regulations.

8.6 PSN Account Restrictions

- 8.6.1 Players may only participate in any Competition of the Season with one (1) and the same PSN ID. For the avoidance of doubt, it is not necessary for a Players to own the PSN ID that they are using for their participation in the Competitions of the Season.
- 8.6.2 Players shall not be permitted to change their PSN IDs unless a valid reason is provided to FIBA at least seventy-two (72) hours before the Player's next Game. FIBA shall have full discretion in granting, or not, the change of the Player's PSN ID.
- 8.6.3 Players using multiple or changed PSN ID may be disqualified from the Competition.
- 8.6.4 PSN IDs shall not contain obscenities or other offensive language.

8.7 Avatars

- 8.7.1 Each Player must have an Avatar with a minimum rating of ninety (90) at the start of each Game. If a Player's Avatar has a rating below the defined minimum at the start of the Game, and the Player failed to obtain approval by the Head Referees for playing with such Avatar at least twenty-four (24) hours before the start of the Match, the Player's Team shall lose the Game by Forfeit.
- 8.7.2 Players are entitled to create their on-screen Avatars as they wish. However,



it is prohibited to create Avatars bearing a likeness to any real-life person (except for the Player him- or herself), whether still alive or deceased, without that person's valid consent. This applies, in particular, to any NBA player, coach or other personnel, or any public figure.

- 8.7.3 Players may switch archetypes between Matches.
- 8.7.4 Players must ensure that their Avatars wear uniforms created in accordance with design-guidelines provided by FIBA to each NMF.
- 8.7.5 Each participating NMF must fill in the following survey for the approval of the in-Game uniform: <https://forms.gle/xepiN9d9Jshnpov86>

8.8 Disconnects

- 8.8.1 In the event that a Player(s) disconnects during a Game, play must continue without interruption. The disconnected Player's artificial intelligence-controlled Avatar will automatically remain in the Game.
- 8.8.2 The artificial intelligence-controlled Avatar is considered an active and legitimate participant for the duration of the Game. It may score, defend, commit fouls, or otherwise contribute to Gameplay, and all resulting actions are considered valid.
- 8.8.3 Teams are expected to adapt their Gameplay accordingly. No protest or rematch request will be accepted on the basis of an in-Game disconnection, regardless of timing or score.
- 8.8.4 Persistent or intentional disconnections may be subject to disciplinary review under Section 13. Three disconnections by the same Team within a single Game is defined as a persistent disconnection and will automatically trigger a disciplinary review by the Head Referees.
- 8.8.5 In addition, the Head Referees will review the conduct of any Team that repeatedly leaves games or disconnects throughout the scheduled Game days, regardless of whether the individual incidents occur before or during Gameplay.

8.9 Lag, Bugs & Error Codes

- 8.9.1 In the event of any in-Game bug, error code, or technical fault, including but not limited to visual glitches, input delay, stuttering, or high latency, that occurs during live play, the Game must continue without interruption.
- 8.9.2 These incidents are considered part of Gameplay and will not justify a restart or protest, regardless of timing, score, or the Player(s) affected.
- 8.9.3 If the issue affects a single Player, that Player is expected to continue playing to the best of their ability. If the Player is disconnected as a result of the issue, the provisions outlined in Section 8.7 shall apply.
- 8.9.4 If a bug or error code affects all Players equally (e.g. full lobby crash, universal delay or synchronized error message) the Head Referees may determine whether a restart or reschedule is required.



8.9.5 Persistent or intentional exploitation of bugs, glitches, or error codes for competitive advantage may be subject to disciplinary review under Section 13.

8.10 External Devices

8.10.1 Any usage of External Devices is strictly prohibited.

8.10.2 If the use of External Devices is discovered during a Game, the Head Referee shall, in line with the facts, decide whether any usage occurred. If confirmed, all Games within the relevant Match in which the offending NMF participated shall be declared a Forfeit loss for their Team. This determination shall be final and not subject to appeal.

8.10.3 Following confirmation of External Device usage, as established in 8.10.2, a disciplinary proceeding shall be initiated in line with section 13 of these Regulations and the FIBA Internal Regulations, to assess the gravity of the violation and determine appropriate sanctions. These sanctions may include suspension from future Competitions.

8.10.4 If the alleged use of External Devices is discovered after the Game has concluded, a disciplinary proceeding shall be initiated in line with section 13 of these Regulations and the FIBA Internal Regulations, to establish the use of External Devices and to assess the gravity of the violation and determine appropriate sanctions. These sanctions may include suspension from future Competitions.

8.10.5 Requests for device checks, appeals, or demands for investigation into other Players related to the use of External Devices will not be accepted under this rule. The Head Referees' decision shall be final and not subject to further appeal.

8.11 Rhythm Shooting

8.11.1 The use of Rhythm Shooting mechanics during official Competition is strictly prohibited.

8.11.2 Any point scored through Rhythm Shooting shall be invalid and will not contribute to the final Game score.

8.11.3 Teams must ensure that full Shot Feedback is visible in all broadcasted Gameplay to support monitoring and enforcement of this rule.

8.11.4 Players are required to self-declare any Rhythm Shot made, whether intentional or accidental, in their post-Game statistical submission and these points will be deducted from the final score.

8.11.5 Any issues, score disputes or suspected violations relating to Rhythm Shooting shall be submitted directly to the Head Referees, in accordance with the protest procedure outlined in Section 7.5.

8.11.6 If a Player successfully scores a Rhythm Shot, at the conclusion of the Game, it is the responsibility of the Player's Captain to immediately report this to the Head Referee or Admin via the Ticket System.

8.12 Rescheduling and Cancellation



8.12.1 In the event that the Competition, a Match or a Game cannot be played due to technical reasons beyond the control of the Players, e.g. the PSN Network is down, the Head Referees shall be entitled, at their discretion, to reschedule or cancel the Game, Match or Competition. In the event of a rescheduling, the new time will be announced to the Players and NMFs using official communication channels.

8.12.2 In the event a Player is unable to play the rescheduled Game(s) or Match(es) for reasons of illness, death, equivalent etc., the NMF shall be entitled to register a replacement Player and must communicate the change to the Head Referees as soon as possible. For the avoidance of doubt, such Player may only participate once he has become a Verified Player (see Section 5.5 above).

8.13 FIBA Streaming Guide

8.13.1 FIBA will issue an official online streaming guide (“**FIBA Streaming Guide**”) before the start of the Season. All NMFs, Teams, and Players must comply with the requirements of this guide.

8.13.2 Readiness & Equipment:

- NMFs and Players must always be prepared for tests or “dummy” streaming days at designated times communicated in advance by the Head Referees or an Admin.
- Players must ensure all required equipment is set up, functional and managed according to the FIBA Streaming Guide.
- In-Game settings, overlays, and any other assistance required for broadcast will be provided to Teams no later than seven (7) days before the start of the Competition.

8.13.3 Camera & Visibility:

- Cameras must clearly capture the Captain or, at least one (1) Player from the Team and ensure proper lighting.
- Teams are responsible for maintaining a visible, stable feed throughout the Game.
- Head Referee’s or Admin can request at any moment to have more multiple Players in camera

8.13.4 Gameplay Stream Responsibilities:

- Each Team must provide a live stream of Gameplay to the Head Referee.
- Head Referee’s or Admin will determine, which system Players must use to provide the Gameplay.

8.13.5 Compliance & Consequences:

- Failure to provide a stream or comply with the FIBA Streaming Guide may result in penalties, including warnings, Forfeits, or disciplinary action under



Section 13.

- Teams are encouraged to test their setup before official Games to avoid technical issues.

9. Commercial Rights

9.1 Commercial Rights

9.1.1 All Players, Teams and other participants hereby acknowledge and accept the following provisions:

- All commercial rights (including without limitation any and all broadcasting, licensing, retail, marketing, sponsorship, data, media, gaming and equipment rights) relating to the Competition (“**FIBA Rights**”) belong to FIBA.
- FIBA has the right to sell any of the FIBA Rights for a fee as long as the limits established by the Central Board are respected. FIBA may at any time assign parts of or all of the FIBA Rights to its divisions, subsidiaries, to the organiser of a Competition or to an organisation officially recognised by FIBA as per the FIBA General Statutes.
- For the avoidance of doubt, Articles 1-51 to 1-60 of the FIBA Internal Regulations shall apply *mutatis mutandis*.
- Players shall not associate themselves with FIBA in any commercial manner, nor use the intellectual property rights of FIBA, nor shall they permit any third parties to do so, without the prior written consent of FIBA, which may be granted or withheld at FIBA’s sole discretion.
- No part of the production of the Competition (for example, images, footage, etc.) may be reproduced in any form or by any means - graphic, electronic, or mechanical, including photocopying, recording, online distribution, or information storage and retrieval systems - for any purpose by or on behalf of a Player or Team, except when explicitly permitted by FIBA.
- Any Competition footage received by the NMF from FIBA directly, via a Local Organising Committee, or by any other source shall solely be used for internal scouting purposes and not for any other purpose, including without limitation any public and/or commercial purpose.
- FIBA has the right, free of charge, to use photographs, names and/or film material of Players, Officials, venues etc. taken during Competition. In the event that for legal reasons such use requires the consent of the individual concerned, the NMF must ensure that such consent is obtained from or waived by the individual.
- FIBA has the right to use the names, logos, and emblems of the Team or of the Team’s country for any purposes including but not limited to commercial purposes.
- NBA2K ©2024 Take-Two Interactive Software, Inc. and its subsidiaries. 2K, the 2K logo, and Take-Two Interactive Software are all trademarks and/or registered trademarks of Take-Two Interactive Software, Inc.
- Players shall not associate themselves with FIBA in any commercial manner, nor use FIBA’s intellectual property, nor permit any third parties to do so,



without the prior written consent of FIBA, which may be granted or withheld at FIBA's sole discretion.

10. Media and Communication

10.1 Social Media

10.1.1 NMFs shall commit to the following social media obligations on own accounts:

- a. Announce Team participation in the Competition.
- b. Share the official broadcast link(s) ahead of the start of each Match that the Team participates in.
- c. Provide regular (defined as a minimum of one (1) Competition-related posts/story/tweet on the days Team is competing) coverage of Team's participation in Competition including schedule.
- d. Team shall use its best efforts to include any live social media coverage by Team/NMFs and its Players and reactions of the respective participation during any live segments of the Competition on its respective social media accounts and to include the official eFIBA broadcast channel link.

10.2 All Competition-related posts, by Team, Players or coach should include the #eFIBA, #eFIBAFinals and @eFIBA_official tags.

10.2.1 In order for eFIBA to track and report on social media posts, the Team must provide all relevant social media handles to eFIBA ahead of the start of Competition.

10.2.2 Teams are encouraged to be as creative as possible with its social media communications, this may include videos, memes, and live coverage of Team events, or those of other participating teams, however, posts must be related to eFIBA.

10.2.3 Social media content must reflect honest opinions or experiences. Team will not: (i) make statements or produce activities that contain statements that are not factual, truthful or cannot be verified; (ii) disparage or make unsubstantiated claims about eFIBA/FIBA/NBA2K/GOEXANIMO or other Teams or any third party or its products or services, in any piece of content, or in any comments or posts related thereto, nor at any time during the Competitions and/or, (iii) develop and/or produce content that is in any way obscene or harmful to the reputation, goodwill or interest of eFIBA, FIBA, NBA2k, GOEXANIMO, Partners, Local Organising Committees or each of their respective associates, employees, contractors or affiliates;

10.2.4 Teams are encouraged to use eFIBA branding and shall ensure that usage of eFIBA official logo, font and colours for content purpose are applied in accordance with the eFIBA visual guidelines provided by the eFIBA team.

10.2.5 Teams shall ensure that the social media posts comply with these Regulations and the applicable terms of use or other published policies of the platform(s) on which the social media posts are to be published (e.g., Twitch, Instagram, YouTube, Twitter, TikTok) as the same may be updated from time to time.

10.3 Co-streaming

- 10.3.1 Team is encouraged to follow these co-streaming obligations:
- 10.3.2 For Matches in which Team participates in, Team commits, within their possibilities, to stream and promote this Match on official channels e.g. Twitch or YouTube or engage a co-streamer/influencer to do so. Team should ensure FIBA Streaming Guide is respected and that eFIBA is notified at least 48 hours in advance of the stream going live.
- 10.3.3 eFIBA provides all Games from Regional Qualifiers onwards in a cloud solution and the leading broadcast feed. Pre-Qualifiers and friendly Game feeds will not be provided by eFIBA.
- 10.3.4 Teams do not have to make use of the streams provided through the cloud, and they are allowed to run their production of their Games as long as they use the graphical package provided by eFIBA for overlays.
- 10.3.5 Teams (NMFs) are required to submit to FIBA all streaming matrices e.g. viewership numbers, immediately as they are made available on the platform(s) in question.
- 10.3.6 Should a Team make the playoffs or finals, the Team commits its best effort to engage and propose potential co-streamers/influencers that would be willing to stream the broadcast to eFIBA to help drive up viewership and interest in the broadcast.
- 10.3.7 In case of any problems or issues in the lead up to, and during the Competition, Teams shall make every reasonable effort to engage directly Head Referee's or Admins to get such problems or issues resolved.
- 10.3.8 Punctually attend scheduled eFIBA Player, marketing or Team meetings, either online, or in-person at the Competition.

10.4 Media obligations

- 10.4.1 Teams shall commit to the following media obligations:
 - A. If FIBA decides that one or more Players need to be part of interviews (short pre-/post-Game interviews and/or longer interview-sessions), a press conference or an autograph, photograph or video session, then the Players cannot deny this and must attend, for the full duration of the Competition.
- 10.4.2 For all Competitions, Teams cannot refuse a request to provide an interview. The interviewee must be a Player, unless otherwise specifically requested.
 - A. Most World Finals will have a mandatory media day/Online Content Day, where Teams will be photographed, filmed and interviewed for the event presentation.
 - B. Ahead of Competition's start, it is mandatory for each Player to submit a picture of themselves that can be used for Player portraits.
 - C. When applicable, Teams will receive a media schedule beforehand to be informed about the nature, duration and schedule of any activities of this kind



that take more than five (5) minutes.

- D. In some cases, Teams may be asked to provide social media content for use on eFIBA's channels.

10.5 Game Media

- 10.5.1 Screenshots of the Game result shall be uploaded by both Teams of the Game to a designated country-specific channel on Discord immediately after the end of the Game, but in no event later than fifteen (15) minutes following the end of the Game.
- 10.5.2 If required, all other Game media shall be uploaded by both Teams of the Game to a link to be provided by FIBA, within twenty-four (24) hours of the end of a Match.
- 10.5.3 All Game media shall be retained by Players and Teams for at least fifteen (15) days following the conclusion of the Competition.

11. Data

- 11.1 By participating in the Competition, Players agree that their personal data (name, birthdate, PSN ID etc.) will be transmitted to and processed by FIBA and the relevant NMF. Personal data may also be processed by NBA 2K, in accordance with the Take-Two Interactive Software Privacy Policy: <https://www.take2Games.com/privacy/>.
- 11.2 Personal data shall be used for the purposes of organizing, running and monitoring the Competition, including the on-screen display of Player Avatars and PSN IDs.
- 11.3 In any event, all processing of data shall be done in accordance with the relevant Data protection laws.

12. Miscellaneous

- 12.1 FIBA, at its entire discretion, shall be entitled to take any decision regarding the Competition for the protection of the health, safety and security of Players, and for reasons constituting *force majeure*. FIBA shall have no liability whatsoever in contract, tort or negligence for decisions taken pursuant to these Regulations.
- 12.2 FIBA accepts no liability for Player or third-party injuries, including personal injuries, death, and/or damage to property, caused or claimed to be caused by participating, attending or being otherwise involved in any part of the Competition.
- 12.3 All aspects of the Competition shall be governed by the laws of Switzerland, without regard to its conflict of laws.
- 12.4 Any disputes arising from or in connection with these Regulations or generally by a Player's or NMF's participation in the Competition, shall be resolved in accordance with the procedures foreseen by the FIBA General Statutes and Books 1 and 4 of the FIBA Internal Regulations.

13. Disciplinary

13.1 General Principle

13.1.1 For the avoidance of doubt, Chapters 5 (FIBA Code of Conduct) 6 (Sanctions), 7 (Procedural Provisions) and 8 (Appeals) of Book 1 of the FIBA Internal Regulations apply *mutatis mutandis* to all Players, Teams, NMFs and other Basketball Parties participating in the Competition and related activities.

13.1.2 The violation of any obligation under these Regulations constitutes a Disciplinary Offence within the meaning of Article 1-159 of the FIBA Internal Regulation.

13.2 Player Behaviour

13.2.1 Notwithstanding all other obligations, Players must conduct themselves in a reasonable manner, maintaining an appropriate and respectful demeanour to viewers, members of the press, Competition Officials, and to other Players in their online and offline interactions, including on social media and live streams. All Players are expected to adhere to these standards of sportsmanship and to not engage in prohibited behaviour, which includes all behaviour defined in the FIBA Internal Regulations and any other prohibited behaviour including, but not limited to:

- Not being punctual for a Game when requested by Officials.
- Violating any applicable law, rule or regulation.
- Manipulating Game Media.
- Intentional Disconnect.
- Intentionally stalling the Game by using “Pause” function or any other method causing disruption of the Game.
- Leaving a Game prior to the full completion of the Game.
- Using a software or program that interferes with or disrupts or damages a Competition or FIBA’s or another Player’s computer or property.
- Using any external software or hardware designed to give a Player an unfair advantage.
- Interfering with or disrupting another Player's participation in the Competition.
- Harassing, threatening, bullying, engaging in hate speech, or making personal attacks or statements about race, gender, sexual orientation, religion, heritage, etc.



- Publishing, posting, uploading or distributing content, or organizing/participating in any activity, group or guild that FIBA (acting reasonably and objectively) determines is inappropriate, abusive, hateful, harassing, profane, defamatory, threatening, obscene, sexually explicit, infringing, privacy-invasive, vulgar, offensive, indecent or unlawful.
- Using cheat codes, exploits, undocumented features, design errors or bugs in the Competition.
- Engaging in any other activity that significantly disturbs the fair, respectful and peaceful, gaming environment of the Competition.
- Promoting, encouraging or taking part in any prohibited activity described above.
- Disclosing any confidential information provided by FIBA, the operator or their affiliates; or,
- Being under the influence of alcohol or drugs while participating.