CLA
EUROCUP

eBASKETBALL

REGULATIONS

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

1.   General Provisions

1.1   The international tournament, CLA EuroCup (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 identified by a unique season number ("Season") and runs for 21 calendar days, divided into four stages:

a)   CLA EuroCup eBasketball Daily Qualifiers (Stage 1 - Qualifiers): Lasting 18 days, this is the initial qualifying phase.

b)   CLA EuroCup eBasketball Last Chance (Stage 2 - Last Chance): A single-day group stage offering one last opportunity for qualification.

c)   CLA EuroCup eBasketball Group Stage (Stage 3 - Group Stage): Another single-day group stage that further narrows the competition.

d)   CLA EuroCup eBasketball Final Six (Stage 4 - Final Six): The final one-day stage where the ultimate season champion is determined.

1.3   Each tournament concludes with one Season Winner.

1.4   All tournament stages take place on the PlayStation platform within the NBA 2K sports simulator environment.

1.5   The tournament is open to esports players aged 18 and over who have received proper accreditation and approval from the organizers.

1.6   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 18 calendar days, occurring from Tuesday to Friday 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 determined during regular play, which includes four quarters of five minutes each, adding up to 20 minutes of game time. In the event of a tie, overtime periods last three minutes each. All game time is tracked in real-time.

2.5 If the match ends in a tie during regular playing time, the contestants proceed to overtime, continuing until one player secures 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 The win percentage for each participant is calculated based on the results of all matches played within the series.

3.2 If unforeseen circumstances make it impossible to start or finish a match, each participant is awarded 0% toward their 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 (scored vs. conceded) across all matches played in the series.

b) By the total number of points scored across all matches played in the series.

c) By the point difference (scored vs. 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 Last Chance and CLA EuroCup eBasketball Group Stage based on CLA EuroCup eBasketball Daily Qualifiers results

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 multiple participants have the same number of points at the end of the series, the leaderboard positions in the division are determined as follows:
   a) By the point difference (scored vs. conceded) across all matches played during the CLA EuroCup eBasketball Daily Qualifiers stage.
   b) By the total number of points scored across all matches played during the CLA EuroCup eBasketball Daily Qualifiers stage.
   c) By the point difference (scored vs. conceded) in head-to-head matches during the CLA EuroCup eBasketball Daily Qualifiers stage.
   d) By the highest win percentage across all league tournaments.

4.4 Participants who finish first and second in their divisions automatically advance to the third stage of the tournament: the CLA EuroCup eBasketball Group Stage.

4.5 Participants who finish third and fourth in their divisions form a single group in the next stage of the tournament: the CLA EuroCup eBasketball Last Chance.

4.6 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, it is marked as "Canceled" and will not be rescheduled.

5.2 If technical problems arise during a match with an active score, making it impossible to complete, the match is deemed "Interrupted." The score of an interrupted match is recorded in the official statistics; however, no winner is declared. Interrupted matches are not rescheduled and retain the status "Interrupted."

5.3 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."

5.4 In cases where a player cannot participate due to force majeure, an urgent replacement may be arranged. Any points previously earned are transferred to the replacement player.

5.5 If a replacement is not feasible, the series proceeds without the originally scheduled participant.

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

6.1 The CLA EuroCup eBasketball Last Chance, CLA EuroCup eBasketball Group Stage, and CLA eBasketball EuroCup 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 During the CLA EuroCup eBasketball Last Chance, CLA EuroCup eBasketball Group Stage, and CLA eBasketball EuroCup Final Six stages, participants from each division can represent one of four teams. The team names include the division identifier (UA - Ukraine, HR - Croatia, PL - Poland, RO - Romania) and a sequential number (e.g., "UA Team 1").

6.6 Teams are assigned to participants within the same division based on their results in the CLA EuroCup eBasketball Daily Qualifiers. Once a team is assigned, it remains with the participant until the end of the tournament and cannot be changed.

6.7 The matches in the CLA EuroCup eBasketball Last Chance, CLA EuroCup eBasketball Group Stage, and CLA EuroCup eBasketball Final Six stages are played in a Best of 2 format (hereafter referred to as "Bo2").

6.8 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.

6.9 The winner of the match is determined during regular playing time, which consists of four quarters, each lasting five minutes, for a total of 20 minutes of game time. Each overtime period (extra time) lasts three minutes of game time. All game time is measured in real-time.

7. Procedure for the CLA EuroCup Last Chance

7.1 The CLA EuroCup eBasketball Last Chance is the second (group) stage of the tournament, held on Saturdays every three weeks.

7.2 Players who finish third and fourth in their respective divisions during the CLA EuroCup eBasketball Daily Qualifiers advance to the CLA EuroCup eBasketball Last Chance stage.

7.3 A single group is formed at the CLA EuroCup eBasketball Last Chance stage.

7.4 Participants compete in Bo2 series following a round-robin format, where each player faces every other player. In each series, one match is played "at home" and the other "away."

7.5 Points are awarded based on match outcomes:

a) Victory: 3 points

b) Draw: 1 point

c) Loss: 0 points

7.6 If multiple participants have the same number of points, their positions in the group standings are determined as follows:

a) By the point difference (scored vs. conceded) across all matches in the CLA EuroCup eBasketball Last Chance stage.

b) By the total number of points scored across all matches in the CLA EuroCup eBasketball Last Chance stage.

c) By the point difference (scored vs. conceded) in head-to-head matches during the CLA EuroCup eBasketball Last Chance stage.

d) By the highest win percentage across all league matches.

7.7 Participants who finish first to fourth in the group advance to the next stage: the CLA EuroCup eBasketball Group Stage.

7.8 Participants who finish fifth to eighth in the group are eliminated from the tournament.

8. Procedure for the CLA EuroCup eBasketball Group Stage

8.1 The CLA EuroCup eBasketball Group Stage is the third stage of the tournament, held on Sundays every three weeks.

8.2 The participant list for the CLA eBasketball Group Stage is composed of players who finished first and second in their divisions during the CLA EuroCup eBasketball Daily Qualifiers, as well as players who finished first to fourth in the group stage of the CLA EuroCup eBasketball Last Chance.

8.3 A total of twelve players from four divisions participate in the CLA EuroCup eBasketball Group Stage.

8.4 In the CLA EuroCup eBasketball Group Stage, three groups of four participants each are formed: Group A, Group B, and Group C. Players are assigned to groups randomly, with one rule: no more than two players from the same division can be in the same group.

8.5 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.

8.6 Points are awarded based on match outcomes:

    a)   Victory: 3 points

    b)   Draw: 1 point

    c)   Loss: 0 points

8.7 If multiple participants have the same number of points, their positions in the group standings are determined as follows:

    a)   By the point difference (scored vs. conceded) across all matches in the CLA EuroCup eBasketball Group Stage.

    b)   By the total number of points scored across all matches in the CLA EuroCup eBasketball Group Stage.

    c)   By the point difference (scored vs. conceded) in head-to-head matches during the CLA EuroCup eBasketball Group Stage.

    d)   By the highest win percentage across all league matches

8.8 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.

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

9.1 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."

9.2 If technical issues occur during a match, it is canceled, and the home team is awarded a technical loss.

9.3 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.

9.4 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.

10. Procedure for the CLA EuroCup eBasketball Final Six

10.1 The CLA EuroCup eBasketball Final Six is the fourth and final stage of the tournament, held on Mondays every three weeks. The winner of this stage is crowned the season champion.

10.2 Based on the results of the CLA EuroCup eBasketball Group Stage, players are grouped into a single group.

10.3 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.

10.4 The results of all matches, as well as series outcomes, are recorded in the tournament leaderboard, which is continuously updated in real-time.

10.5 Points are awarded based on match outcomes:

a) Victory: 3 points

b) Draw: 1 point

c) Loss: 0 points

10.6 If multiple participants have the same number of points, their positions in the tournament leaderboard are determined as follows:

a) By the point difference (scored vs. conceded) across all matches in the CLA EuroCup eBasketball Final Six stage.

b) By the total number of points scored across all matches in the CLA EuroCup eBasketball Final Six stage.

c) By the point difference (scored vs. conceded) in head-to-head matches during the CLA EuroCup eBasketball Final Six stage.

d) By the highest win percentage across all league matches.

10.7 The participant who secures first place in the CLA EuroCup eBasketball Final Six stage based on the results of the played series is declared the season champion.

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

11.1 In cases where technical issues arise during an ongoing match, the connection is reestablished, and the match resumes from the minute when the disconnection occurred.

11.2 If a scheduled match cannot proceed due to technical problems expected to take more than two hours to resolve, the organizer may choose to end the tournament early without declaring a winner. In this case, the entire tournament season will be considered canceled.

11.3 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.

12. Adherence to the Principles of Fair Play

12.1 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.

12.2 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.

12.3 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.