



Basketball Tournament's Official Rules – EURO MILANO 2026

The team has to be close to the field in time.

After 5 mn of delay respect to the planned timetable, the match is judged lost for the absent team.

Men: 3 pools of 4 teams. The 1st of each pool + the 2nd of pool A go directly to 1/4 finals. All the other teams will play the qualify to 1/4 finals.

Women: 2 pools of 5 teams. The top 4 teams in each pool advance to the 1/4 finals.

1/8 final, quarter final, semi final and finals will be played as knock-out matches.

The regulation applied to EURO MILANO basketball tournament is the official regulation of FIBA, which is using during the current sport season with these exceptions:

Reg. 8

- two (2) half with ten (10) minutes running time, with the exception of the last minute of the second half.
During the two half time the clock should be stopped during time outs, free throws and for injuries.
- between two half there is a break time of two (2) minutes
- overtime: two (2) minutes running time
- Warm up: 2 minutes

Reg. 18: one (1) timeout of 30 second for half time (overtime included). So total of two timeouts per game per team

14"/24" display: Matches are without display of 14/24 seconds. The official table should control the 24 seconds shot clock and announce the last 10 seconds.

If there are two (2) teams in the classification with equal points, the result(s) of the game(s) between the two (2) teams involved will be used to determine the placing.

D.1.2 If the points and the goal average in the games between the two (2) teams are still the same, the classification will be determined by the goal average of all the games played in the group by each team.

D.1.3 If there are more than two (2) teams in the classification with equal points, a second classification will be established, taking into account only the results of the games between the involved teams.

D.1.4 If in the second classification there are still teams with equal points, the goal average will be used to determine the placing, taking into account only the results of the games between the involved teams.

D.1.5 If there are still more than two (2) teams with the same goal average, the placing will be determined using the goal average from the results of all their games played in the group.

D.1.6 If at any stage of this procedure the number of teams with equal points is reduced to a tie still involving more than two (2) teams, the procedure, beginning with D.1.3 above, is repeated.

D.1.7 Goal average will always be calculated by division.

D.2 Exception:

If only three (3) teams take part in a competition and the situation cannot be resolved following the steps outlined above (the goal average by division is identical), then the points scored will determine the placing

FOULS: A maximum number of 5 personal fouls are allowed per player throughout the entire game. A total of 5 Team fouls are allowed per half.

Protocol race:

- When the teams arrive to the sports center, the identification of athletes of each team will be done only one time, unless the organizing committee says the opposite.
- The teams must be on the court at least 15 minutes before the starting time written on the board.
- The teams can start their warming-up near the basketball court 10 minutes before the starting time.
- In case of delay the teams will not have time to warm-up outside of the official time.
- A delay team before the starting time will bring the team to lose the right to warm-up in the warming-up area, unless the O.C. says the opposite. **The starting time of the match will not be extended.** The team will only have the remaining minutes of the official warming-up time.
- The team with a delay of 5 minutes from the starting time of the match can not have the right to warm-up but it will have immediately start to play - If a team does not show up within 5 minutes from the starting time, it will not have the right to play and it will consequently lose the game with the worst score (20 - 0).
- If both teams do not show up within 5 minutes from the starting time they will automatically lose the match both with the worst score. In this case the organizing committee will have the right to find a team between the best losing teams. In case of a knockout match the teams late will be automatically deleted.
- Breaks between matches are not expected. As soon as a match ends the players must **immediately** leave the basketball court to allow other teams to play the next match.

Also: The organizing committee could make some changes based on the organizational needs. The team will obviously be warned of the changes in time. **Every player must take note of the rules of the game with the exceptions above. With this document we mean to consider you know the rules of the game and accept them for this tournament.**