

SPECIFIC REGULATIONS FOR BASKETBALL

INTRODUCTION

The first world military Basketball championship was held in Belgium in 1950. This event involved four teams. Since that time, a championship has taken place almost every year.

The largest number of nations to participate was 20 - held in Algeria in 1982. Sixteen teams is the second highest number in the history of CISM Basketball, held in Greece in 1991. Since that time the participation average has decreased.

Currently, experience has shown that 12 teams playing in an 11-day tournament to include travel is about the maximum both host and participating nations can support, especially in terms of financial resources.

1. THE CHAMPIONSHIP

1.1. EVENT

Basketball championships will be organized each year under the patronage of the International Military Sports Council (CISM).

A single men's and/or women's championship for up to twelve (12) teams may be conducted and organized as in section 10.

Though 12 is the expected maximum working amount for teams, if hosts are able to accommodate more participating teams, CSCB shall define the formula of the competition along with the organizers. In any case, the ranking established by CSCB shall be followed as guidance to select the teams and to seed the pools.

Additionally, the CSCB shall establish the scoring method for the ranking based on both World and Regional events.

At least four women's teams and/or eight men's teams must compete to qualify as a World Championship.

1.2. TITLE

The title for a consolidated championship tournament will be: (numbered) Basketball Military World Championship. The numbered designation will be increased by one over the number of the championship last sponsored and conducted during a preceding year.

1.3. SPONSOR

The country (countries) that will sponsor a championship is confirmed during the General Assembly of the preceding year.

1.4. DATE

The date is usually scheduled between April and September. Date should consider avoiding potential conflicts with national or club team dates to ensure maximum allowable participation of the best players from each country.

2. RULES AND REGULATIONS

The official Basketball rules published by the International Basketball Federation (FIBA), as modified by these regulations, will be used for the administration of the games and appropriate aspects of the organization of the championship. Official forms used must be based on FIBA forms.

The approved Level 1 Basketballs list is on FIBA site. However, CSCB suggest to use Molten GG7 approved Level 1 Basketball to be utilized for CISM competitions. In any case it must to be clearly stated in the Competition's Invitation File.

English is the basic language used in establishing this part of the regulations. In case of conflict of meaning or content with versions of other official languages, the English version will be considered most valid.

3. COMPOSITION OF A MISSION / TEAM

3.1. MALE

Each country may enter one team. The maximum strength of the mission will be:

1 Chief of Mission (must be an officer)

1 Manager / Officer-in-charge (must be an officer)

1 Coach

1 Assistant Coach

1 Trainer (Medical)

2 Referees

12 Players (must be military personnel serving on active duty with the National Armed Forces of their country)

19 Total

3.2. FEMALE

If female participation is foreseen the following complementary people are to be added:

1 Manager / Officer-in-charge (must be an officer or equivalent)

1 Coach

1 Referee

1 Assistant Coach

1 Trainer (Medical)

12 players (must be military personnel serving on active duty with the National Armed Forces of their country)

17 Total

4. PROGRAM OF THE STAY – SCHEDULE

4.1. DURATION

The desired duration of the championship is not more than eleven (11) days, to include travel.

The number of days required for a championship will vary; depending on the number of teams participating and the number of competition days required to play the games (see Section 10).

4.2. CALENDAR OF EVENTS

1st day: Arrival of missions

2nd day: Preliminary Conference - rest and training - Official's Meeting

3rd day*: Opening Ceremony - 1st day of competition

Next days: Necessary days of competition, information or press conference, cultural day, study day, last games/closing ceremony.

Last day: Departure of missions

* *Number of days of competition depends on the number of entries (see Section 10).*

4.3. The sponsoring country may set opening and closing ceremonies on days other than those designated in the above calendar of events. For example, if the first day of competition requires a large number of games, the opening ceremony shall be scheduled on the evening of the 2nd day (Preliminary Conference Day).

4.4. AWARDS

The sponsoring country is required to present the following awards:

To each of the three teams placed first, second, and third in the Championship a standing-one prize or trophy.

To each competitor of the first three teams in the championship a standing-medal or prize will be awarded. Standing-medal or prize should also be provided to the two coaches, team captain and trainer of the first three teams.

If desired, a souvenir, cup or medal may be presented to other teams and competitors. This is not mandatory.

If desired, a most outstanding player, all-tournament team, and leading tournament scorer prizes may be awarded. These are not mandatory, however designation of a most outstanding player, all-tournament team will be required and will be voted by coaches and determined by the Basketball Sport Committee.

At the completion of the championship, a Fair Play Trophy (to be named the “Friendship through Sport Cup” will be given to the team which showed the best sportsmanship and exemplifies the spirit of CISM. This team is designated by a vote composed of the members of the Basketball Sport Committee along with the Chief of Officials. The Organizing Country of the championship offers the trophy.

5. FORMULA OF COMPETITION

The competition formulas in Section 10 will be used with consideration of the number of participating teams. The organizing country can set the maximum number of participants teams based on its budget. In this way, the criteria for men and women participants invitation shall be the ranking elaborated by the PCSC.

The competitions on the frame of the World Military Games (WMG) due their own characteristic the organizers may set a different formula in coordination with CSCB and must state in the Competition Invitation File.

5.2. SEEDING OF TEAMS

In order to improve the quality of a championship in which the first round is composed of two or more pools, appropriate seeding of teams is necessary. Seeding is designed to equitably distribute the strongest teams among the first round pools. The teams to be seeded will be based on the ranking established by the CSCB.

5.3. FORMATION OF POOLS

The number of first round pools will be determined based on procedures in Section 10 for the number of participating teams. Seeded teams will be assigned to pools first, using a drawing of lots. Seeded teams will draw for order of draw and then pools. The host country will be given consideration when unseeded teams are being considered for the order of draw, only when the host country is not already seeded. Remaining teams, prioritized by French spelling, will then draw for order of draw

and then pools. After all teams are assigned to pools, the teams within each pool will draw in the order in which they were placed in the pool for team numbers within the pool.

5.3.1. WITHDRAWAL OF A TEAM FROM POOL WITH EQUAL OR MORE TEAMS

If a team withdraws after the first round pools are established and was in a pool where the number of teams was equal to or greater than the number of teams in the other pools, pools will continue as established. The position in the pool where the withdrawn team was will be considered as a "bye" position.

5.3.2. WITHDRAWAL OF A TEAM FROM A POOL WITH LESS TEAMS

If a team withdraws after the first round pools are established and was in a pool where the number of teams was less than the number of teams in the other pools, the pools will be reorganized with the reduced number of teams in accordance with the following measures:

- **One absent team:** The pool retains its three teams and those teams placed behind the missing team move up a place.

- **Two absent teams:** If the two teams are in two different pools, proposals in paragraph 5.3.1. come into force. If the two teams are in the same pool, the remaining teams move up to occupy the two leading places in the pool.

Then, the team in fourth place in the following pool (or in pool A if the two missing teams are in pool E) move into third position in the absent team's pool.

- **Three absent teams:** If the teams are situated in three different pools, proposals in paragraph 5.3.1. come into force. If the three teams are in two different pools:

* - Paragraph 5.3.1. applies for the pool where one team is missing.

* - Paragraph 5.3.2. applies for the pool where two teams are missing.

In the event that the next pool has lost a team, it does not lose another but rather adopts a team in fourth position located in the following pool.

If the three teams are in the same pool, the last team then takes up leading pool position (if it does not already occupy it). Then, the two teams placed in the bottom positions of the next two pools take up second and third position in the pool having three missing teams. The fourth team of the pool placed immediately behind that which only has one team left takes up second position; the other team, fourth of the pool, moving to take up third position.

- **Four absent teams:** In this case the competition takes place with four pools composed of four teams, and the duration of championships is reduced by two days. The competition is organized according to CISM basketball rules. In the event that all the teams of one particular pool do not attend the championships, the last pool (E) is eliminated and the teams belonging to E move to take the places freed in other pools. Thus, the leading team in pool E takes the leading position that becomes free in the first pool which is leading a team; the team in second place in E takes the second position becoming available according to the classification of pools A, B, C and D and so on for the third and fourth place teams of pool E. If pool E has one, two or three teams missing, the remaining team(s) – before occupying available places in pools A, B, C and D - occupy(ies) first, second or third pool position according to their initial classification.

In all situations above, the seeded teams cannot change pools. If however, due to its position in its own pool one of the seeded teams is affected, the team immediately ahead of it in its pool changes pools.

5.3.3. If a team withdraws during the conduct of pool competition, any results from competition with the withdrawing team are not considered. All other games within the pool will be conducted as if the position of the withdrawing team were a "bye".

Example : Schedule of games :

	Before the forfeit of A	After the forfeit of A
1 st day	A - B	A – B
	E bye	E bye
	C – D	C – D
2 nd day	A - C	A withdraws
	D bye	C and D bye
	B - E	B – E
3 rd day	A - D	E – C
	B bye	
	E - C	B – D
4 th day	A - E	B – C
	C bye	
	B - D	D – E
5 th day	B - C no games	A bye
	D – E	

After the forfeit the results of Team A versus Team B played on the first day are nullified.

5.3.4. If a team withdraws after a round is completed and before the start of the next round, the relative positions of the teams in the completed round are retained. All teams standing below the withdrawing team, move up one position due to the vacancy caused by the withdrawal.

5.3.5. If a team withdraws during a final round, the team withdrawing is considered to have never qualified for the final round. Any results from competition with the withdrawing team are not considered. The schedule of remaining games will be reviewed by the CSCB and change, if possible, to accelerate completion of the round. The final standing will be adjusted, if appropriate, so that no final place is vacant.

6. CLASSIFICATION OF TEAMS

The classification of teams shall be made according the last criteria of classification of teams from FIBA's Official Rules.

7. RULES FOR PLAY

7.1. UNIFORMS

Each participating team will have two sets of playing shirts. One set will be of dark color and the other will be of a light color. The home team will wear light colored jerseys. In any case, if the two teams agree, they may interchange the colors of the shirts. Exceptions can be given by the CSCB.

7.2. HOME TEAM

The first named team in a pairing is designated as the home team. In a match involving the host nation, it will always be designated the home team.

7.3. CHOICES

Home team bench will be to the left of the scoring table facing the same direction as the scoring table crew. Home team will use the opposite basket to start.

7.4. DISCIPLINE

Should a player and/or team official be ejected from a game for unsportsmanlike conduct or any other flagrant violation of a nature which will cause embarrassment to CISM, the incident will be automatically referred to the Technical Jury.

As judged by the Technical Jury the player and/or Team Official, may be disqualified from the next match. The Jury of Appeal after consideration and

recommendation by the Technical Jury is sole judge with matters requiring a more severe sanction.

8. INTERNATIONAL OFFICIALS

8.1. The CSCB will appoint the Chief of Officials.

The Chief of Officials can also be appointed to officiate matches, if deemed necessary. Each competing country will provide two qualified officials and three if a women's championship is concurrently held with the men's championship.

All officials shall be, to the maximum extent possible, FIBA licensed referees. If FIBA licensed referees are not reasonably available, nationally certified referees may be used. In all cases, the current referee license/certification, (FIBA or national) must be submitted in advance of each championship to be validated by the Chief of Officials and the CSCB.

All CISM Championships shall use the 3-person officiating system.

8.2. The Chief of Officials will maintain a roster of all approved officials available to the championship event, assign individual referees/umpires to specific games and obtain approval of the plan for assignment of referees and umpires by the Chairman of the Technical Jury. If agreement cannot be reached, the Technical Jury will make the determination.

8.3. The International Official belonging to a participating mission should not be assigned to a game in which his country is participating.

8.4. International Officials belonging to participating missions will be used to the maximum extent possible.

The sponsoring country should have additional qualified officials available to augment the visiting officials as necessary to ensure that an adequate number of officials are available.

9. ANTI-DOPING CONTROL

9.1 The anti-doping tests and procedures shall be carried out accordingly the CISM and WADA anti-doping regulations.

9.2. The number of tests and minimum level of analysis should follow the Test Distribution Planning (TDP) issued by CISM General Secretariat and posted on the CISM website annually.

10. ORGANIZATION OF POOLS

10.1.1 The competition structure is based on the number of participating teams. If there are eight or more teams, the championship will be organized into pools. The seeding of teams within the pools will be accomplished in accordance with Article 5.

10.1.2 The number of teams seeded will be determined by the members of the CSCB in accordance with the number of teams entered in the competition. The remaining teams will draw for pools.

10.2 FOUR (4) TEAMS PARTICIPATING

The competition will be organized into one pool of four teams - each team meets all the others.

Order of the Games

1st day	2nd day	3rd day	4 th day (semi)	5 th day (finals)
1 - 2	1 - 3	1 - 4	1 st – 4 th place (G1)	Loser G1 – Loser G2 (3 rd and 4 th)
3 - 4	2 - 4	2 - 3	2 nd – 3 rd place (G2)	Winner G1 – Winner G2 (1 st and 2 nd)

10.3 FIVE (5) TEAMS PARTICIPATING

The competition will be organized into one pool of five teams - each team meets all the others.

Order of the Games

1st day	2nd day	3rd day	4th day	5th day
1 - 2	2 - 5	1 - 4	5 - 4	1 - 5
3 - 4	1 - 3	3 - 5	2 - 3	2 - 4

10.4 SIX (6) TEAMS PARTICIPATING

The competition will be organized into one pool of six teams - each team meets all the others.

Order of the Games

1 st day	2 nd day	3 rd day	4 th day	5 th day
1 - 2	2 - 5	1 - 4	5 - 4	1 - 5
3 - 4	1 - 3	3 - 5	2 - 3	2 - 4
5 - 6	4 - 6	2 - 6	6 - 1	6 - 3

10.5 SEVEN (7) TEAMS PARTICIPATING

The competition will be organized into one pool of seven teams - each team meets all the others.

Order of Games

1 st day	2 nd day	3 rd day	4 th day	5 th day	6 th day	7 th day
3 - 4	2 - 4	6 - 2	5 - 1	6 - 1	7 - 1	7 - 2
5 - 6	5 - 7	1 - 4	2 - 3	4 - 7	3 - 5	6 - 3
1 - 2	1 - 3	3 - 7	7 - 6	2 - 5	4 - 6	4 - 5

10.6 EIGHT (8) TEAMS PARTICIPATING

Round 1: The nine (8) participating teams will be divided into two (2) groups (A, B) one of 4 teams each. Each team will play all the other teams in its own group (total of three [3] games for each team).

POOL A	POOL B
1	1
2	2
3	3
4	4

Order of the Games

1 st day	2 nd day	3 rd day
A1 - A4	A4 - A3	A1 - A3
B1 - B4	B4 - B3	B2 - B4
A2 - A3	A1 - A2	A4 - A2
B3 - B4	B1 - B2	B1 - B3

Round 2: The teams placed 1st - 4th in each group will qualify for the Final Phase and will play the games as follows:

4th day
3rd Pool A – 4th Pool B (G1)
3rd Pool B – 4th Pool A (G2)
1st Pool A – 2nd Pool B (G3)
1st Pool B – 2nd Pool A (G4)

FINALS
Loser G1 vs Loser G2 for 7th and 8th places
Winner G1 vs Winner G2 for 5th and 6th places
Loser G3 vs Loser G4 for 3rd and 4th places
Winner G3 vs Winner G4 for 1st and 2nd places

10.7 NINE (9) TEAMS PARTICIPATION

Round 1: The nine (9) participating teams will be divided into two (2) groups (A, B) one of 4 teams and one of 5 teams. Each team will play all the other teams in its own group (total of three [3] and four [4] games for each team).

POOL A	POOL B
1	1
2	2
3	3
4	4
-	5

Order of the Games

1 st day	2 nd day	3 rd day	4 th day	5 th day
A1 – A4	A4 - A3	B1 - B5	A3 - A1	B4 – B5
B5 - B2	B3 - B5	B2 - B4	B2 - B3	B3 - B1
A2 – A3	A1 - A2		A2 - A4	
B3 – B4	B1 - B2		B1 - B4	

The team qualified as 5th Pool B will be the 9th place

Round 2: The teams placed 1st - 4th in each group will qualify for the Final Phase and will play the games as follows:

6th day
3rd Pool A – 4th Pool B (G1)
3rd Pool B – 4th Pool A (G2)
1st Pool A – 2nd Pool B (G3)
1st Pool B – 2nd Pool A (G4)

FINALS
Loser G1 vs Loser G2 for 7th and 8th places
Winner G1 vs Winner G2 for 5th and 6th places
Loser G3 vs Loser G4 for 3rd and 4th places
Winner G3 vs Winner G4 for 1st and 2nd places

10.8 TEN (10) TEAMS PARTICIPATING

Round 1: The ten (10) participating teams will be divided into two (2) groups (A, B) of five (5) teams each. Each team will play all the other teams in its own group (total of four [4] games for each team).

POOL A	POOL B
1	1
2	2
3	3
4	4
5	5

Order of the Games

1 st day	2 nd day	3 rd day	4 th day	5 th day
A2 - A1	B1 - B3	A1 - A4	B4 - B2	A2 - A3
B2 - B1	A1 - A3	B1 - B4	A4 - A2	B2 - B3
A3 - A4	B5 - B2	A3 - A5	B5 - B1	A4 - A5
B3 - B4	A5 - A2	B3 - B5	A5 - A1	B4 - B5

Round 2: The teams placed 1st - 5th in each group will qualify for the Final Phase and will play the games as follows:

6 th day
5th Pool B – 5th Pool A (9th and 10th places)
4th Pool A – 3rd Pool B (G1)
4th Pool B – 3rd Pool A (G 2)
1st Pool A – 2nd Pool B (G 3)
1st Pool B – 2nd Pool A (G 4)
Finals
Loser G1 vs Loser G 2 for 7th and 8th places
Winner G1 vs Winner G 2 for 5th and 6th places
Loser G3 vs Loser G 4 for 3rd and 4th places
Winner G3 vs Winner G 4 for 1st and 2nd places

10.9 ELEVEN (11) TEAMS PARTICIPATING

Round 1: The eleven (11) participating teams will be divided into two (2) groups (A, B) one of 5 teams and one of 6 teams. Each team will play all the other teams in its own group (total of four [4] and five [5] games for each team).

POOL A	POOL B
1	1
2	2
3	3
4	4
5	5
6	-

Order of the Games

1 st day	2 nd day	3 rd day	4 th day	5 th day
A5 - A6	B1 - B3	A1 - A4	B4 - B2	A2 - A3
B2 - B1	A1 - A3	B1 - B4	A4 - A2	B2 - B3
A3 - A4	B5 - B2	A2 - A5	B5 - B1	A4 - A5
B3 - B4	A6 - A4	B3 - B5	A5 - A1	B4 - B5
A2 - A1	A2 - A5	A6 - A2	A3 - A6	A6 - A1

The team qualified as 6th Pool A will be the 11th place

Round 2: The teams placed 1st-5th in each group will qualify for the Final Phase and will play the games as follows:

6 th day
5th Pool B – 5th Pool A (9th and 10th places)
4th Pool A – 3rd Pool B (G1)
4th Pool B – 3rd Pool A (G 2)
1st Pool A – 2nd Pool B (G 3)
1st Pool B – 2nd Pool A (G 4)
Finals
Loser G1 vs Loser G 2 for 7th and 8th places
Winner G1 vs Winner G 2 for 5th and 6th places
Loser G3 vs Loser G 4 for 3rd and 4th places
Winner G3 vs Winner G 4 for 1st and 2nd places

10.10 TWELVE (12) TEAMS PARTICIPATING

Round 1: The twelve (12) participating teams will be divided into two (2) groups (A, B) of six (6) teams each. Each team will play all the other teams in its own group (total of five [5] games for each team).

POOL A	POOL B
1	1
2	2
3	3
4	4
5	5
6	6

Order of The Games

1 st day	2 nd day	3 rd day	4 th day	5 th day
A5 - A6	B1 - B3	A1 - A4	B4 - B2	A2 - A3
B2 - B1	A1 - A3	B1 - B4	A4 - A2	B2 - B3
A3 - A4	B5 - B2	A2 - A5	B5 - B1	A4 - A5
B3 - B4	A6 - A4	B3 - B5	A5 - A1	B4 - B5
A2 - A1	A2 - A5	A6 - A2	A3 - A6	A6 - A1
B5 - B6	B6 - B4	B6 - B2	B3 - B6	B1 - B6

Round 2: The teams placed 1st-6th in each group will qualify for the Final Phase and will play the games as follows:

6 th day
6th Pool A – 6th Pool B (11th and 12th places)
5th Pool B – 5th Pool A (9th and 10th places)
4th Pool A – 3rd Pool B (G1)
4th Pool B – 3rd Pool A (G 2)
1st Pool A – 2nd Pool B (G 3)
1st Pool B – 2nd Pool A (G 4)
Finals
Loser G1 vs Loser G 2 for 7th and 8th places
Winner G1 vs Winner G 2 for 5th and 6th places
Loser G3 vs Loser G 4 for 3rd and 4th places
Winner G3 vs Winner G 4 for 1st and 2nd places