

1. Teams

- A maximum of fourteen (14) players per team is permitted for the entire duration of the tournament.
- Each team must have at its disposal two (2) complete sets of different coloured shirts.
- Each club must provide a minimum of two (2) balls per team (sizes: see below).
- Each team must be present in its equipment at least fifteen (15) minutes before the start of each match. All matches will start on time. A team arriving late will be deducted five (5) penalty points per minute of delay.

1.1. Foreign teams

Upon arrival, a representative of each team must go to the secretariat to receive a file containing all information concerning accommodation and meals and to make any last-minute checks (list of players, referees, etc.)

1.2. Belgian teams

Each day, each Belgian team must be present no later than forty-five (45) minutes before its first match of the day. A representative of each team must report to the secretariat to carry out last-minute checks.

2. Matches

2.1. Game time

There is only one central stopwatch. This dictates the start and duration of each match, as well as the half-time interval.

All matches in all categories are played in two halves of fifteen (15) minutes each without a break.

On the same pitch, matches are played every forty-five (45) minutes. The duration of the matches is the same for all matches in the tournament.

In the group matches of the first and second rounds, there will be no extra time in the event of a tie.

In all classification matches, in the event of a tie, two (2) minutes of extra time will be played and no time-out will be granted during this period. During this extra time, the table official will keep the time. If, after extra time, the score is still tied, three (3) free throws will be taken by three (3) different players from each team present on the court at the end of extra time.

2.2. Time-outs

Each team is entitled to one (1) thirty (30) second time-out in the 1st half only, with the exception of the last three (3) minutes. This time-out does not stop the clock. At the end of the time-out, the referees call the players back into the game. If they do not return directly to the pitch, the referee must make the ball available to resume play. There is no time-out during any extra time.

2.3. 24 seconde clock

There is no 24-second clock. To avoid 'freezing' the ball, the 24-second rule will be at the referee's discretion. When he judges that a team is 'freezing' the ball, he will signal the need to shoot. The team in possession of the ball will then have five (5) seconds to do so. The referee will signal a 5 with his hand to warn the teams.

2.4. Players substitutions

A player may be replaced at any time by the referee. No substitutions will be made in the last minute of each match. If a player is sent off during this last minute (4 fouls or exclusion), he will not be replaced and the team will have to finish the match with 4 players (or fewer). If, in the referees' judgement, the sent-off player interferes with the normal restart of play, a technical foul will be awarded to the team coach.

2.5. Half-time

Half-time lasts two (2) minutes.

2.6. Fouls

Team fouls

From the 6th team foul per half, see free-throw point below.

Player fouls

A player is excluded from the match after four (4) personal fouls.

Free throw points

Fouls giving right to free throws (6th team foul or on shoot), free throws will not be shot. Points will be awarded directly on the basis of the number of free throws to which the fouled player is entitled and **the ball will be given to the opposing team. If the foul does not result in free throws, the team retains possession of the ball on a throw-in.**

Disqualifying fouls

A player or coach is excluded from the match after two (2) technical fouls.

Depending on the seriousness of the offence, the organiser may apply more severe sporting sanctions (suspension for one or more matches, or even exclusion from the tournament). A group made up of members of the organisation and the referees will assess whether or not the player or coach excluded from the match should be penalised more severely.

Immediate sanction: 2 points awarded to the opposing team and a lateral in the middle of the pitch.

Technical fouls

If a player or coach takes a technical foul, a 1 point free throw is awarded and play restarts where it left off (FIBA Code).

Unsporting fouls

A player is excluded from the match after two (2) unsporting fouls. Depending on the seriousness of the offence, the organiser may apply more severe sporting sanctions, up to and including exclusion from the tournament.

Immediate sanction: 2 points awarded to the opposing team and a lateral re-entry in the middle of the pitch.

In the event of a conflict that cannot be resolved in a sporting and courteous manner, fair play being the universal value of the tournament, the tournament organiser will take the decisions and any sanctions deemed appropriate to each situation. The organiser's judgement alone will be taken into consideration in resolving the conflict, with a view to ensuring that the tournament runs smoothly.

2.7. Balls

Each team must bring at least two (2) balls. The visiting team will provide the match ball. An inflator is available in the hall.

Sizes

Boys	ball n° 7
Girls	ball n° 6

2.8. Shirts

If necessary, the visiting team will change the colour of its shirts.

2.9. Rankings

The ranking is determined as follows: three (3) points for each match won, two (2) points for each match drawn, one (1) point for each match lost and zero (0) points for each match lost by forfeit.

Group ranking criteria in the event of a tie

1. Ranking in descending order of points;
2. If two teams are tied on points in a group, their place will be determined by their direct confrontation in that group;
3. If more than two teams are tied in the ranking, their place will be determined by their goal-average (number of points scored divided by number of points conceded). The higher quotient will be favored;
4. If there are still tied teams, the order will be determined by the total number of points conceded. The team having conceded the fewest points will be favored;
5. If there are still tied teams, the order will be determined by drawing lots.

2.10. Ranking matches and finals

U16 Boys

The top two (2) teams in each pool (1st round) will qualify for the second round (places 1 to 8). They will be divided into 2 new pools of 4 teams. The winners of each of these pools will then play the final for first place, while the others will play classification matches. The same principle applies to places 9 to 16, with the 3rd and 4th teams from the 1st round pools.

MINIMES GARÇONS - U16 BOYS			
1 ^{er} Tour - First Round			
GRUPE A	GRUPE B	GRUPE C	GRUPE D
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4
2 ^{ème} Tour - Second Round			
GRUPE E	GRUPE F	GRUPE G	GRUPE H
A1	A2	A3	A4
B2	B1	B4	B3
C1	C2	C3	C4
D2	D1	D4	D3
Places de 1 à 8		Places de 9 à 16	
Tour Final - Finals			
1 - 2	3 - 4	5 - 6	7 - 8
E1	E2	E3	E4
F1	F2	F3	F4
9 - 10	11-12	13 - 14	15 - 16
G1	G2	G3	G4
H1	H2	H3	H4

U16 Girls & U14 Boys

The top two (2) teams in each pool (1st round) will qualify for the second round (places 1 to 6). They will be divided into 2 new pools of 3 teams. The top two (2) will then play the final for first place, while the others will play classification matches. The same principle applies to places 7 to 12, with the 3rd and 4th teams from the 1st round pools. For the 5th-place finishers in the first round, a championship between the 3 teams will determine places 13 to 15.

MINIMES FILLES - U16 Girls					
1 ^{er} Tour - First Round					
GRUPE A	GRUPE B	GRUPE C			
A1	B1	C1			
A2	B2	C2			
A3	B3	C3			
A4	B4	C4			
A5	B5	C5			
2 ^{ème} Tour - Second Round					
GRUPE D	GRUPE E	GRUPE F	GRUPE G	GRUPE H	
A1	A2	A3	A4	A5	
B2	B1	B4	B3	B5	
C1	C2	C3	C4	C5	
Place 1 à 6		Places 7 à 12		Places 13 à 15	
Finales - Finals					
1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12
D1	D2	D3	F1	F2	F3
E1	E2	E3	G1	G2	G3
Places 13 à 15					
13	A5	GRUPE H			
14	B5				
15	C5				

PUPILLES GARÇONS - U14 Boys					
1 ^{er} Tour - First Round					
GRUPE A	GRUPE B	GRUPE C			
A1	B1	C1			
A2	B2	C2			
A3	B3	C3			
A4	B4	C4			
A5	B5	C5			
2 ^{ème} Tour - Second Round					
GRUPE D	GRUPE E	GRUPE F	GRUPE G	GRUPE H	
A1	A2	A3	A4	A5	
B2	B1	B4	B3	B5	
C1	C2	C3	C4	C5	
Place 1 à 6		Places 7 à 12		Places 13 à 15	
Finales - Finals					
1 - 2	3 - 4	5 - 6	7 - 8	9 - 10	11 - 12
D1	D2	D3	F1	F2	F3
E1	E2	E3	G1	G2	G3
Places 13 à 15					
13	A5	GRUPE H			
14	B5				
15	C5				

2.11. General regulations

All other rules are governed by the regulations of the FIBA

<http://www.fibaeurope.com>

3. Fair-play

This tournament is a meeting place for teams from different regions, provinces and countries, to forge contacts between teenagers of different nationalities and create new friendships on and off the pitch.