



FIBA

We Are Basketball

FIBA 3x3 Women's Series Handbook

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Furthermore, this Handbook has the following Annexes that are published separately:

- **Annex 1** (Fines & Fees)
- **Annex 2** (Prize Money)
- **Annex 3** (related to Art 11 Player Entry Form)
- **Annex 4** (WS qualifier fact sheet)

FIBA reserves its right to amend the present Handbook at any time prior to seeding of first WS event.

Definitions

<u>Automated Allocation:</u>	Allocation procedure for WS Stops that is open to League-Registered Teams, as per the present Handbook.
<u>Commercial Team:</u>	A team that is registered to play in the WS Season by a patron. Registration is effective only once both the registration form and the payment of the Season Fee have been received and confirmed by FIBA. At this time, said team is considered registered to the entire WS Season.
<u>Confirmed Player:</u>	A player that has played for team in a WS Event and is therefore assigned to said team for the entire WS Season in accordance with the provisions of the present Handbook.
<u>Event Roster:</u>	A team roster of 4 players selected and registered by a team for a specific WS Event.
<u>Extended Roster:</u>	<ul style="list-style-type: none">(i) For a Commercial Team: a minimum of 3 and a maximum of 6 players;(ii) For a Federation Team: a minimum of 3 players and a maximum of 6 players; however, transitionally (and not applicable to a Nations League derived team) until the first submission of an Event Roster, its Extended Roster will be comprised by the top 3 ranked nationals that have not been nominated by nor have played for another team;(iii) For a Guest Team: a minimum of 3 and a maximum of 6 players that have played at any WS Event for said team or any player part of a submitted Event Roster for an upcoming, not yet played, WS Event.
<u>Federation Team:</u>	A team that is registered to play in the WS Season by a FIBA National Member Federation. Registration is effective only once both the registration form and the payment of the Season Fee have been received and confirmed by FIBA. At this time, said team is considered registered to the entire WS Season.
<u>Guest Team:</u>	A team, other than a League-Registered Team, that is invited to play in WS Stop via a Wild Card or qualified via WS Qualifier.
<u>Handbook:</u>	This FIBA 3x3 Women's Series Handbook.
<u>League-Registered Team:</u>	Either a Commercial Team or a Federation Team that is effectively registered to play in the WS season.
<u>National Federation:</u>	FIBA National Member Federation
<u>Nations League:</u>	FIBA 3x3 Youth Nations League is FIBA 3x3 Official National Team Competition played annually.



<u>play.fiba3x3.com</u> :	The official FIBA 3x3 repository for all FIBA 3x3 Competitions, including WS, as defined in Book 6 of FIBA's internal regulations.
<u>Replacing Player</u> :	A player added to the Extended Roster following article 3.4.
<u>Pre-Allocation</u> :	Allocation procedure that is open to Validated Teams, as per article 6.3. The Pre-Allocation is a sub-process of the Automated Allocation process which happens well before the 5-Wednesday-weeks mark.
<u>Season Fee</u> :	Registration fee to the WS Season paid by a team.
<u>Substitute Player</u> :	A Guest Team's player registered as a potential substitute to play at a WS Event. Guest Teams can register up to 2 Verified Players as potential substitutes for each event until 10 days before the start of the given WS Event. Only the Substitute Player registered for a given WS Event can replace a player from the Event Roster until the technical meeting of the given competition.
<u>Team Manager</u> :	A person authorised by the National Federation or patron to act on behalf of the team towards FIBA. Idem applies accordingly to Guest Teams.
<u>Verified Player</u> :	A player whose eligibility for joining a WS team has been proven by FIBA and marked accordingly in FIBA's 3x3 Backend.
<u>Wild Card</u> :	Invitation to play in a WS Event, it can be a <u>FIBA Wild Card</u> or a <u>Host Wild Card</u> .
<u>WS</u> :	FIBA 3x3 Women's Series which is a FIBA 3x3 Official Competition for women's 3x3 teams played as a series of WS Stops and a WS Final, the winner of WS Final being the winner of the WS Season. For the avoidance of doubt, WS Qualifiers are not part of the WS.
<u>WS Event</u> :	A WS Stop or the WS Final.
<u>WS Final</u> :	The final of the WS, to which teams, in addition to any Wild Card, qualify based on WS Standings of teams following the completion of all WS Stops before the WS Final.
<u>WS Qualifier</u> :	A FIBA 3x3 endorsed event and which may, if selected by FIBA, serve as a qualifier to a WS Stop without being part of the WS. (See Annex 4)
<u>WS Season</u> :	The period of the yearly WS competition ending one full week after the WS Final.
<u>WS Standings</u> :	The tour standings that is calculated according to the 3x3 Rules of the Game. For the avoidance of doubt, the WS Team Ranking will be used as tiebreaker.
<u>WS Stop</u> :	A single tournament in the WS other than the WS Final.
<u>WS Team Ranking</u> :	The FIBA 3x3 Team Ranking for teams playing WS, maintained and regularly updated by FIBA, based on the FIBA 3x3 Ranking Full Guide as amended and implemented with retroactive effect from time to time.

1. Introduction

- 1.1. The Women's Series consists of a series of WS Stops and one WS Final.
- 1.2. Teams qualify to WS Stops
 - through Automated Allocation based on WS Team Ranking, or
 - through pre-approved WS Qualifiers; or
 - through Wild Cards,as further explained in article 6 of this Handbook.
- 1.3. Teams, other than any Wild Card, qualify to the WS Final through WS Standings, as further explained in this Handbook.
- 1.4. All FIBA regulations, insofar they are applicable to 3x3 competitions, apply to the WS. This Handbook sets forth the specific provisions for the WS. In case of any conflict or discrepancy, the following hierarchy shall apply (each category to prevail over any category mentioned below it):
 - FIBA General Statutes;
 - FIBA Internal Regulations (Book 6 and, to the extent applicable, also Books 1-5);
 - This Handbook;
 - Other rules, regulations and decisions of FIBA.

2. League-registration

- 2.1. There are two types of League-Registered Teams:
 - Federation Teams registered by a National Federation; and
 - Commercial Teams registered by a patron.
- 2.2. Each National Federation, except if acting as a patron of a Commercial Team, is permitted to register 1 team to play in the WS. As the sole exception to this rule, the top 2 National Federations of the Nations League of the previous season are permitted to register a second team, formed only by U24 players, as further detailed in the FIBA 3x3 National Team Handbook.
- 2.3. Federation Teams can register to the WS until end of June, Commercial Teams may be registered to the WS at any time during the WS Season. (See Appendix 2).
- 2.4. Only female players turning 19 years old or older during the calendar year of the WS Season can be nominated, (i.e. become part of an Extended Roster), and registered (i.e. become part of an Event Roster). The player must hold a valid passport and submit a readable digital copy of the passport when accepting the nomination.

3. Commercial Teams

- 3.1. Once a Commercial Team has been registered to the WS Season, it must validate the team.
- 3.2. The team validation process shall be conducted through the FIBA 3x3 online platform as follows:
 - (a) Step 1 (Nomination): The Team Manager nominates the players of the Extended Roster. Only Verified Players can be nominated and players cannot be nominated by 2 different teams at the same time nor have played for another team in the same WS Season.
 - (b) Step 2 (Acceptance): Each nominated player can accept the nomination and then submits the information required for registration.
 - (c) Step 3 (Validation): FIBA validates the Extended Roster.

Note: Non-Verified Players will be verified by FIBA. Players only need to become verified once and are then verified for all future FIBA 3x3 Competitions. Only players with a confirmed profile on play.fiba3x3.com can get verified. If patron is a private entity, players' verification has to be done via the online platform. If patron is a National Federation, they shall request players' verification through their NF Backend account.

- 3.3. The Extended Roster of a Commercial Team consists of maximum 6 players without any nationality restrictions.
- 3.4. Notwithstanding the above, a Commercial Team can change up to 2 Confirmed Players from the Extended Roster during the Season. Each such change is applicable once a USD 1.000 fee has been paid.

4. Federation Teams

- 4.1. Once a Federation Team has been registered to the WS Season, it must validate the team.
- 4.2. The team validation process shall be conducted through the FIBA 3x3 online platform as follows:
 - (a) Step 1 (Nomination): The Team Manager nominates the players of the Extended Roster. Only Verified Players can be nominated and players cannot be nominated by 2 different teams at the same time nor have played for another team in the same WS Season.
 - (b) Step 2 (Acceptance): Each nominated player can accept the nomination and then submits the information required for registration.
 - (c) Step 3 (Validation): FIBA validates the Extended Roster.

Note: Non-Verified Players will be verified by FIBA. Players only need to become verified once and are then verified for all future FIBA 3x3 Competitions. Only players with a confirmed profile on play.fiba3x3.com can get verified. National Federation shall request players' verification through their NF Backend account.

- 4.3. The Extended Roster of a Federation Team consists of maximum 6 players.
- 4.4. Players can only play in a Federation Team of the country from their verified nationality.

- 4.5. Notwithstanding the above, the Federation Team can change up to 2 Confirmed Players from the Extended Roster during the Season. Each change is applicable once a USD 1.000 fee has been paid.

5. Guest Teams

- 5.1. Once a Guest Team has received a Wild Card or has qualified to a WS Stop via a WS Qualifier, it must confirm its participation and validate the team.
- 5.2. The confirmation of participation shall be done by via the FIBA 3x3 online platform.
- 5.3. The validation of a Guest Team's roster shall be conducted through the FIBA 3x3 online platform as follows:
 - (a) Step 1 (Nomination): The Team Manager nominates the players of the Event Roster and at his discretion up to 2 Substitute Players. Only Verified Players can be nominated and players cannot be nominated by 2 different teams at the same time nor have played for another team in the same WS Season.
 - (b) Step 2 (Acceptance): Each nominated player can accept the nomination and then submits the information required for registration.
 - (c) Step 3 (Validation): FIBA validates the Event Roster and the 2 substitutes.

In case of qualification from a WS Qualifier, at least 2 players of the team that qualified at the WS Qualifier shall be in the Event Roster for the corresponding WS Event. A player has to be verified by FIBA and cannot be nominated by 2 different teams nor have played for another team in the same WS Season.

Only players turning at least 19 years old in the calendar year of the WS Season can be nominated.

Note: non-Verified Players will be verified by FIBA. Players only need to become verified once and are then Verified Player for all future FIBA 3x3 Competitions. Only players with a confirmed profile on play.fiba3x3.com can get verified.

- 5.4. A maximum of a total of 6 players can play for a Guest Team during the WS Season.
- 5.5. A Guest Team can become either a Federation Team (until end of June) or Commercial Team, as appropriate, any time during the WS Season subject to complying with the registration process and other requirements of this Handbook. In such case, the FIBA Wild Cards already received will be considered Automated Slots.

6. Qualification to a WS Event

- 6.1. A WS Stop will have a Main Draw of 12 teams and may have 1 or several Qualifying Draws of 3 teams each. In principle, each Qualifying Draw qualifies 1 team to the Main Draw. In certain cases, FIBA may decide to exceptionally reduce the Main Draw of a WS Stop to 8 teams; in such case, the allocation will be adapted at FIBA's discretion.

- 6.2. The WS Stop's slots are allocated as follows:
- **1** through a Wild Card in main draw granted by the WS Stop host
 - **Up to 2** through a WS Qualifier, if any
 - **Up to 3** Pre-Allocation
 - **Any remaining slot** will be reserved to Automated Allocation, whereas FIBA may allocate slots to FIBA Wild Cards

- 6.3. League-registered Teams can request the Pre-Allocation to different WS Stops. League-registered Teams have to submit their ordered preferences by the deadline indicated by FIBA, that will not be later than the seeding of the first WS Stop (see Appendix 2). FIBA reserves right to initiate a second (or successive) Pre-Allocation batch(es) during the WS Season.

Pre-Allocation will be done at FIBA's discretion, taking into account, amongst other things: travel distance, availability, etc; but with the following limitations:

- not more than 3 Pre-Allocation slots per team;
- only 1 Commercial Team per WS Stop.

Once allocated to a WS Stop via Pre-Allocation, a team is considered qualified to such WS Stop and its participation confirmed. Confirmed Pre-Allocation cannot be cancelled.

- 6.4. Only League-Registered Teams are entitled to participate in the Automated Allocation process.
- 6.5. Pre-registration for a WS Stop can be cancelled before the Automated Allocation for said stop starts. After a pre-registration has been cancelled, the team cannot pre-register again to the same stop.
- 6.6. The Automated Allocation takes place 5 Wednesdays before the respective WS Stop at 1000 UTC. The Automated Allocation procedure shall follow the below process among the pre-registered teams:
- (a) First, a maximum of **3 teams out of the Commercial Teams** will be allocated, by applying in sequence the following criteria:
 - i. **Pre-Allocation Slots**, if any
 - ii. **lower number of slots obtained through Automated Allocations thus far during the current Season corrected by certain adjustments ("Automated Slots") ***;
 - iii. **WS Standings** (top to bottom).
 - (b) Second, a maximum of 2 teams with a **current series of at least 3 or more back-to-back pre-registrations without receiving an allocation** will be allocated, by applying in sequence the following criteria:
 - i. **higher number of current unsuccessful back-to-back pre-registrations**;
 - ii. **lowest number of Automated Slots**;
 - iii. **WS Standings** (top to bottom).
 - (c) Third, a maximum of **3 teams** (including Pre-Allocation) **out of the Federations Teams** will be allocated, by applying in sequence the following criteria:
 - i. **Pre-Allocation Slots**, if any
 - ii. **lowest number of Automated Slots**;
 - iii. **WS Standings** (top to bottom).
 - (d) Fourth if not all slots available in the Automated Allocation have been allocated through the process under (a), (b) and (c) above, the **remaining slots are allocated by applying in sequence the following criteria** among the remaining pre-registered League-Registered Teams:
 - i. **lowest number of Automated Slots**;
 - ii. **WS Standings** (top to bottom).
 - (e) Unallocated slots after completion of the process under (a), (b), (c) and (d) above become FIBA Wild Cards.

***Adjustments to Automated Slots:**

1. This number will **decrease by 1** for every WS stop win in the current Season.
 2. This number will increase by respective 1 or 2 for Federation Teams registering to Automatic Allocation for the first time respectively in June or as of July.
 3. FIBA will **increase the number** as foreseen in Annex 1.
- 6.7. Teams allocated via Automated Allocation process shall be obliged to participate in the respective WS Stop with the exception of force majeure proven to FIBA's comfortable satisfaction. In such case, the slot in the respective WS Stop becomes a FIBA Wild Card.
- 6.8. In the event a team cancels its participation after the Automated Allocation took place, this team will be sanctioned according to Annex 1 and the corresponding fine will be charged to the team and deducted from prize money.
- 6.9. Teams allocated via the Automated Allocation process shall cover their own international travel expenses to the WS Stop. Local transportation and full-board accommodation for the 4 players from the day before the WS Event to the day after the final is covered by the WS Event host.
- 6.10. Teams will be invited to play in the WS Final based on WS Standings after the last WS Stop. Once a team accepts invitation to WS Final within the given timeline, it is considered registered to the WS Final and shall follow the usual players' registration process. Guest Teams will not be invited to play in WS Final irrespectively of their WS Standings.
- 6.11. Every team will enter in the WS Standings once registered to a WS Event.

7. WS Qualifier and Team Rosters

- 7.1. A WS Qualifier can be a stand-alone; whereas only the final thereof is considered a WS Qualifier. WS Qualifiers can be organized by
- a National Federation having registered a Federation Team and having at least 1 WS event in its territory, or
 - any organizer at FIBA's sole discretion.

WS Qualifiers have to comply with this Handbook and the conditions mentioned on the corresponding application form to organize such an event.

- 7.2. Minimum 2 players from the team that qualified from the WS Qualifier will have to be part of the Extended Roster of the Commercial Team or Federation Team playing in the WS Stops to which the WS Qualifier qualified to.
- 7.3. Minimum 2 players from the team that qualified from the WS Qualifier will have to be part of the Event Roster of the Guest Team playing in the WS Stops to which the WS Qualifier qualified.
- 7.4. Teams participating in a WS Qualifier must ensure that their team composition would allow them to participate in the WS Stop for which they have the chance to qualify in that WS Qualifier.

- 7.5. For every WS Event they are participating in, teams shall register their Event Roster of exactly 4 players, who are available and eligible to play/(pre-)register in the event for the given team. The registration of the Event Roster and Substitute Players, if applicable and if any, shall be done at the latest 10 days before the respective WS Event.
- 7.6. Guest Teams are allowed to register 2 potential Substitute Players. Guest Teams are allowed to substitute a player from their Event Roster until the technical meeting of the respective WS Event, but only with a player that was registered as a Substitute Player.
- 7.7. Federation Teams and Commercial Teams are allowed to register any player from their Extended Roster, as well as substitute them by another player from their Extended Roster until the technical meeting of the respective WS Event.
- 7.8. A team with 3 or less players is ineligible to play/(pre-)register, exceptions may be granted in case of force majeure proven to FIBA's comfortable satisfaction. Team may apply to FIBA in writing for an exception to this provision in advance of an event; exceptions if granted at the entire discretion of FIBA will be subject to USD 1.500 fee.
- 7.9. In order to be eligible to play in the WS Final, players added to the Extended Roster of respectively a Commercial Team or Federation Team following the provision of article 3.4 or 4.5 are only eligible to play in the WS Final, if they have played at least 1 WS stop during the Season.
- 7.10. Once a player has played for a team and has become a Confirmed Player for that team, she cannot be added nor nominated to a different team's Event Roster or Extended Roster in the same season.
- 7.11. No player can play for two different teams in WS in the same season.

8. Pool Seeding

- 8.1. Host Wild Card, Commercial Teams and up to the top 5 in WS Standings within the Federation Teams (on seeding date and subject to available direct slots in Main Draw) are always allocated to Main Draw. The remaining teams are assigned to Main Draw based on their Team Ranking on seeding time.
- 8.2. Teams are seeded based on the WS Team Ranking and placed in pools based on their seeding number (and the previous article) in principle by the Monday before the WS Event at 1600 UTC, but in any event no later than 4 working days prior to the respective WS Event.
- 8.3. Teams playing a qualification draw, if any, will be pre-seeded after all directly Main Draw playing teams have been seeded and former will be placed in pools via placeholders according to the highest seeded team of their qualification draw.
- 8.4. If a substitute team enters the WS Event after the official seeding, it will automatically take the place of the substituted team.
- 8.5. All team seeding numbers will be recalculated when all teams are definitely known, however the pool composition and pool order will remain unchanged.

9. Team Name Rules

- 9.1. The team name of a Federation Team will be the name of the country of the corresponding National Federation, in English, including a commercial suffix of maximum 10 characters.
- 9.2. The team name of a Commercial Team and/or a Guest Team will be a unique commercial name not currently used by any other teams and shall comply with the below requirements:
 - Team name can have a length of maximum 13 characters, including spaces.
 - Team name shall be a brand or city name.
 - If team name is a city name, such team name may have a commercial suffix (of maximum length of 10 characters); but city names cannot be used as commercial suffix.
 - If team is a brand name, then such team name cannot have a commercial suffix
 - Names of countries or regions are forbidden (e.g. Chile or Texas), but names of small non-state islands (e.g. Capri, Maui) are allowed.
 - Team's nationality must be provided by the respective team when registering, whereas such nationality is fixed if team name is a city or non-state islands.
 - Controversial names, or names that in FIBA's opinion shall not be allowed for any reason (at FIBA's discretion), are forbidden.
- 9.3. The team name of a Commercial Teams, of a Guest Team and the commercial suffix of Federation Teams ("Naming") shall not be associated with companies in the categories reserved to FIBA (i.e. athletic apparel, sports footwear, basketballs, timekeeper,, sports equipment, broadcasters if in conflict with other FIBA commitments, and naming partner of FIBA 3x3 Women's Series, if any) and shall not offend morality or common decency nor convey directly or indirectly a political message as well as comply with Article 1-60 of the FIBA Internal Regulations. FIBA may refuse Naming which can reasonably be interpreted as being obscene or otherwise contrary to FIBA's values as enshrined in the FIBA Code of Ethics (Book 1, Chapter III of the FIBA Internal Regulations). This applies, without limitation, to any reference to pornography, weapons, tobacco or hard liquor. In case of a sponsor in the betting or lottery category the prior approval from FIBA is required (and a standard FIBA fee per Annex 1). Naming is subject to FIBA's approval that will not be unreasonably withheld.

10. Prize Money at WS Events

- 10.1. Prize money earned at WS Events will be paid directly by FIBA, in principle within a month after the end of the respective WS Event, via bank transfer and after applicable deductions (e.g. fines or local taxes), if any.
- 10.2. When registering to the WS Season, teams shall provide one single bank account managed by the corresponding Team Manager to which prize money will be transferred. The prize money will be transferred in its totality (after applying applicable deductions, if any) to such bank account only. Teams are responsible for paying the relevant taxes and other charges, if any, on all amounts received from FIBA. The distribution of the prize money to the players is the responsibility and at the discretion of the respective National Federation or patron.
- 10.3. The teams' prize money for WS Events (in USD) in current WS Season will be announced prior to WS Season start. Such announcement will become Annex 2 to this Handbook.

11. Standings Due to Force Majeure

- 11.1. If a WS Event had started (i.e. at least one game has been played) but was not completed (e.g. the final game did not take place) due to force majeure, the non-played games will be decided using the seeding numbers. No score will be attributed to such games, which will be recorded only as W-L (Win-Loss).

12. Sanctions & Fines

- 12.1. In case of violations of the administrative provisions of this Handbook, in accordance with article 6-126 of the FIBA Internal Regulations, FIBA may at its discretion:
 - a) either open disciplinary proceedings and seek appropriate punishment, with regard to the loss and damages generated by the person having committed the violation, pursuant to the applicable FIBA Internal Regulations;
 - b) or apply automatically the scale of applicable WS sanctions listed in Annex 1; to be noted that Disciplinary Proceedings will not be opened should FIBA decide to utilise this provision.
- 12.2. If a team cannot prove the presence of the 4 ready-to-play players of the Event Roster at the technical meeting, that team may be substituted by FIBA and in that case is deemed to have cancelled participation.
- 12.3. FIBA retains the right to substitute a team at any time if there are reasonable grounds to assume that this team may withdraw (e.g. visa process not followed).
- 12.4. A disqualified team will not be awarded individual ranking points or WS Standings points at the given event and will forfeit any prize money of the given event. In case a team is disqualified, it will be displayed as "DQF". Such disqualification will have no impact on standings of other teams in said event.
- 12.5. FIBA has the right to set off the amount of any fine against a team's prize money, even if the violation was committed by one member of the team alone and/or if the violation was committed before the fined player joined the team.

13. Team Uniforms

- 13.1. Teams must bring two set of their own jersey – 1 light colour and 1 dark colour, whereas reversible are allowed. The 2 sets can differ only in colour and shall bear the same markings. The same set of jersey has to be used throughout the entire WS Season and it will require FIBA's approval that will not be unreasonably withheld.
- 13.2. Advertising on playing uniforms must be identical for all players of a team.
- 13.3. If Federation Teams have logos of sponsors on the jersey, the most prominent one has to be related to the commercial suffix.
- 13.4. Advertising & other signage on uniforms is subject to and has to comply with article 9.3.

- 13.5. Jerseys require a clearly visible player's number: minimum height respectively are 5 cm on the front and 20 cm on the back of playing shirt.
- 13.6. Players may not change their jersey number during the WS Season, irrespective of dark or light jersey. Players must wear the same jersey number during the whole season.
- 13.7. Team name must appear on the front of playing shirt, the player name must appear on the back.
- 13.8. The FIBA 3x3 "infinity" logo (see FIBA 3x3 Branding Guidelines) may not be displayed on national team jerseys except if the team wears apparel of FIBA's licensed partner. In any case, the FIBA 3x3 Branding Guidelines have to be followed.
- 13.9. FIBA logo is not mandatory.

14. Ancillary Gear

- 14.1. A rigorous "black is black" policy is applied to Ancillary Gear of Commercial Teams and Guest Teams; any ancillary gear (such as but not limited to socks, headbands, arm-sleeves, armbands, legbands, kneepads, pads and bands of any kind, undergarment, compression layers) other than for medical reasons shall be black with white signage, if any. In case of Federation Teams, Ancillary Gear has to be from the same color for all players of same team.
- 14.2. Commercial signage is allowed on the Ancillary Gear subject to complying with article 9.3.

15. Other Requirements

- 15.1. Players and Team Managers are required to download the FIBA3x3 Pro App ("Pro App") available on Google Play Store and/or App Store.
- 15.2. Players must have agreed to the terms of the player entry form and upload any required document such as passports before their first participation in a WS Event.
- 15.3. Teams shall plan and prepare in a timely manner their participation in Pro Events (including any travel requirements such as visas, certificates etc., if applicable). Each team shall be responsible and strictly liable for the obtention of the required travel visa(s) and fulfilment of the other requirements, to arrive and play in a Pro Event.
- 15.4. Players and any other participants will have to follow any protocol, including health protocols, that are available on the Pro App and on fiba3x3.com and updated from time to time by FIBA.
- 15.5. FIBA strongly recommends players and other participants in WS Season to be vaccinated against COVID-19.

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Appendix 1

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Appendix 2

Graph showing team validation timeline and other key deadlines:

