

FIBA 3x3 World Tour Competition Regulations Edition 2017

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1. Introduction

- 1.1. The FIBA 3x3 World Tour ("WT") is a FIBA 3x3 Official Competition and the pinnacle of the official 3x3 Competition Network, an open and embracing network of FIBA-endorsed 3x3 events. It consists of a series of WT Masters and one WT Final, albeit FIBA retains right of including an invitational WT Premiere; teams have to qualify to the WT Masters through FIBA-designated WT Qualifiers, which may either be Challengers (stand-alone, invitational international tournament with prize money limited to 16 teams, which should include a certain number of teams of the previous WT season) or Quests (a tour comprised of at least three events (including a final, if any)) or a professional league (with or without playoffs); whilst teams qualify to the WT Final through the WT Masters; furthermore, the top 8 ranked teams of previous season that have confirmed participation in current season ("Hard-Seeded Teams") will directly qualify to a certain number of WT Masters and WT hosts will dispose of wild cards.

- 1.2. The WT is a prize-awarding competition built on professional players and persons or entities organizing WT Qualifiers ("Organizers").
- 1.3. All FIBA regulations, insofar applicable to 3x3 competitions, apply to the WT. This document sets forth the specific regulations for the WT. In case of any conflict, the following hierarchy shall apply (each category to prevail over any category mentioned below it):
 - FIBA General Statutes
 - 3x3 basketball regulatory principles issued by the Central Board
 - This document
 - Other rules, regulations or decisions of FIBA specifically addressing 3x3 competitions (e.g. 3x3 rules of the game)
 - FIBA Internal Regulations
 - Other rules, regulations and decisions of FIBA.

2. Hard Seeded & Validated Teams

- 2.1. **Hard Seeded Teams** will have to confirm participation to new WT once season is finished; the other ranked teams can validate its roster for the new season to keep team name and be preferentially allocated to Challengers ("**Validated Teams**"). Both Hard Seeded Teams and Validated Teams are considered Pro teams.
- 2.2. Top 8 teams at season end are asked to confirm minimum 3 players for next season by signing a confirmation paper; once confirmed:
 - a) the roster becomes a Hard-Seeded Team for next season,
 - b) its players are allocated to said team whole season,
 - c) team keeps same name as previous season for all Challengers & World Tour (except if otherwise agreed with FIBA).
- 2.3. Teams that reached WT Final or semifinals of a WT Masters the prior season can voluntarily confirm carry-over of minimum 3 players for next season by end of February; if confirmed:
 - a) the roster becomes a Validated Team for next season,
 - b) the confirmed players are allocated to said team for whole season,
 - c) team keeps same name as previous season for all Challengers & World Tour (except if otherwise agreed with FIBA).

- 2.4. Pro teams with only three confirmed players get one forth players temporarily assigned using the usual team concept; said player is changeable until the player confirms for the season.
- 2.5. Players are allowed to transfer and to team-up with other players including of other WT teams of previous season; if FIBA is informed, then team ranks are recalculated accordingly and if a team confirms roster before 21 November for upcoming season then it is eligible for being directly qualified to WT Masters in upcoming World Tour season.
- 2.6. Ranking for Hard-Seeded Teams will be determined on the 21 November, i.e. 20 days after the end of season; albeit transfers are still allowed thereafter (only for players that have not already confirmed inclusion in a Confirmed team).
- 2.7. Pro teams cannot change confirmed roster, exception of force majeure, such as season-impairing casualty before the first WT participation, can be granted by FIBA on case by case basis.

3. Allocation of WT Slots

- 3.1. Main draw of WT events are comprised by 12 teams each; certain WT Masters may have a Qualifying Draw with 3 or 6 teams thereof qualifying respectively 1 or 2 to the main draw of 12 teams.
- 3.2. The slots for participation in the WT Masters Main or Qualifying Draw are allocated by FIBA as follows:
 - a) Slots allocated to **Hard-Seeded Teams: 2 per WT Masters**
 - b) **Wildcard for the WT Masters host: 1 per WT Masters**
 - c) **Wildcard for the WT Final host: 1 in a WT Masters** (decided by FIBA)
 - d) Slots allocated to **Challengers: circa 30 in total for all WT Masters** (2 per Challenger), exact number and allocation to be determined by FIBA at its discretion.
 - e) The **remaining slots** will be reserved to Professional Leagues, Quest and Qualifying Draw; Quests' slots will be allocated by FIBA at its discretion

Note: Slots to a specific WT Masters will be allocated considering geographical proximity and visa requirements, whilst allocation of a slot will

take into account country's and Organizer's activity in the region as well as the performance of the Organizer's team in prior World Tour seasons.

3.3. In the event that the contract for a WT Qualifier has not been returned signed by the corresponding Organizer by 28 March, the respective slot(s) related to such WT Qualifier will revert to FIBA which shall allocate such slot(s) at its discretion.

3.4. For the 2017 World Tour, Hard-Seeded Teams will be allocated in pairs to Masters in this order:

- Top 1 & 8: Masters A
- Top 2 & 7: Masters B
- Top 3 & 6: Masters C
- Top 4 & 5: Masters D
- Top 1 & 4: Masters E
- Top 2 & 3: Masters F
- Top 1 & 2: Masters G

Whereas, allocation to Masters will be done following the higher ranked teams' preferences and subject to the Masters A to F being all different.

Hard-Seeded Teams have to submit ranked preferences by 28 March; in case a team does not submit preferences on time or does not confirm participation to a directly qualified WT Masters within 10 days of aforementioned deadline or has been sanctioned it will be substituted by the following highest ranked team of prior season (ex Hard-Seeded Teams) that has confirmed participation in current one.

FIBA will assign Hard-Seeded Teams following their submitted preferences and precedencies; once assigned said Hard-Seeded Team will be considered qualify to the corresponding Masters.

4. Qualification to WT

4.1. All teams, other than the wildcards and Hard-Seeded Teams, have to qualify via FIBA-endorsed WT Qualifiers to the WT Masters Main Draw or Qualifying Draw, whilst teams qualify from the WT Masters to the WT Final. Participation in the WT Premiere, if any, will be by invitation of the Hard-Seeded Teams, wild cards and selected WT Qualifiers.

- 4.2. Teams and players are allowed to qualify to any of the WT Masters. Players are eligible to qualify for more than 1 WT Masters, however players are bound to the team roster restriction mentioned in this regulations.
- 4.3. Each Organizer shall identify and confirm the team and corresponding players' participation in the WT Masters towards FIBA via e-registration within 10 days of the end of the WT Qualifier. If the WT Qualifier is held less than 20 days before the WT Masters, the Organizer has until 5 p.m. Geneva time on the next day to confirm the participation of the team in the WT Masters. If the participation of the team is not confirmed in time or if the confirmed team does not meet the eligibility criteria, the next qualified and eligible team will be invited to confirm participation insofar feasible.
- 4.4. Once a team has confirmed its participation in a WT Masters, the confirmed players' participation is mandatory with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction. Violation of this rule will entail the imposition of sanctions.
- 4.5. The winners of each WT Masters are directly qualified to the WT Final. The remaining slots at the WT Final will be assigned to the best-ranked not directly qualified teams in the WT standings that will be calculated following the standard tour standing calculation.
- 4.6. Once a team qualifies to the WT Final, it will be automatically registered to the WT Final and participation of the team is mandatory, with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction. Violation of this rule will entail the imposition of sanctions.

5. Team rosters & eligibility

- 5.1. Team rosters for a specific WT event have to be comprised of exactly four players, all of whom need to be at least 18 years old.
- 5.2. Hard Seeded & Validated Teams' rosters have to follow the rules mentioned in these regulations including those of this section.
- 5.3. Once a qualified team confirms participation in a WT Masters, it becomes a Pro Team and will have a name for the entire WT season and all subsequent Challengers of this WT season. All team players have to be eligible at confirmation date, i.e. to have a confirmed profile at <http://play.fiba3x3.com>

5.4. A team roster has to comply with the following criteria:

- a) Minimum two players have to be the same as in the team that qualified to the respective WT event.
- b) During a WT season, a team cannot use more than two substitutes (including those from the qualified team), i.e. no more than a total of six players.

For the avoidance of doubt, a player that is part of a qualified team but does not confirm its participation to the World Tour with said team can play and qualify with another team to the World Tour; in this case both teams are effectively using one roster slot.

5.5. No player can play for two different Pro Teams in the WT in the same calendar year.

5.6. Teams participating in WT Qualifiers must ensure that their team composition would allow them to participate in the WT Masters for which they have the chance to qualify in that WT Qualifier.

5.7. A team playing in a WT Qualifier cannot qualify to a WT Masters if, during said WT Qualifier, that team fielded a player who is already part of a Pro Team.

6. Pool Seeding

6.1. Teams are seeded correlatively to the team ranking points (sum of the team's three best player's ranking points) and placed in pools based on their seeding number by the latest on Monday, 5 p.m. (CET) prior the corresponding WT event; whereas teams qualifying via a Qualifying Draw will be pre-seeded and placed in pools last via place-holders.

6.2. In case of a substitute team entering the competition after the official seeding, it will automatically take the place in the pool of the substituted team.

6.3. All teams' seeding numbers will be reseeded when all teams are definitely known, however the pool composition and pool order remain unchanged.

7. Team-name guidelines

7.1. General principle: The name of the team is important. A team should represent its own city and players ought to be proud of representing the name on the uniform.

7.2. The team names have to comply with the below requirements:

- a) Length has to allow fitting on uniform (max. 13 characters)
- b) If at least 2 players from a team that participated in the previous WT season are playing together again, they have to use the same name as in the previous WT season unless FIBA decides otherwise on reasonable grounds (in case of conflict, highest ranked player at 1 January chooses name for that WT season); any new teams from the same city will have to be creative within the framework of the present rules.
- c) In case of multiple teams from the same city, they have to select one of the following options:
 - i. Naming after a quarter (e.g. NY Queens) or geographical milestone such as a river (e.g. Amur)
 - ii. Use of cardinal points (e.g. Istanbul West)
 - iii. Use of historical city name (e.g. Lutecia instead of Paris)
- d) When using an affix, the city name goes first (e.g. Mexico UNAM, SP Sorriso). Three-letter acronyms are to be avoided as suffix insofar possible (e.g. Bucharest UPB).
- e) Names of countries or regions are forbidden (e.g. Chile or Texas), but names of small non-state islands are allowed (e.g. Capri, Maui).
- f) Controversial names, or names that in FIBA's opinion can create controversy, are forbidden (e.g. Malvinas).
- g) Commercial brands are forbidden (e.g. Coke) with the exception of NGO names and universities (e.g. SP YMCA, Paris INSEAD).

Abbreviations are allowed only if they are generally accepted and represent geographical location (e.g. NY Queens)

- 7.3. Without prejudice of prior, teams are allowed to use a commercial suffix of maximum 10 characters. This suffix will not be considered part of the principal team name and can be changed every new season. Suffix cannot be of companies in categories reserved to FIBA (i.e. athletic apparel, sports footwear, basketballs and naming partner of FIBA 3x3 World Tour, if any) and cannot offend morality or common decency nor can imply a political message.

8. Payment of prize money at WT

- 8.1. Prize money earned at WT events will accrue in a WT Fund and payment will be effected directly by FIBA within a month after the WT Final via bank transfer; except for the amount advanced at each WT Masters.
- 8.2. The 2017 WT prize money is fixed as follows:

In USD	Each Masters*	WT Final	Pre-F standings**	WT Total
1st	20,000	40,000	30,000	
2nd	10,000	30,000	24,000	
3rd		20,000	20,000	
4th		10,000	16,000	
5th			12,000	
6th			10,000	
	30,000	100,000	112,000	422,000

* The amount advanced at each Masters will be respectively 50% of winner and 100% of runner up allocated amounts.

** Amounts to be paid after the WT Final based on WT standings at the end of the last Masters

- 8.3. Teams will have to facilitate a bank account when qualifying to a WT Masters to transfer the prize money when due. The prize money will be transferred in its totality to such bank account. Teams are responsible for paying the relevant taxes on their earnings in their own country.

9. Sanctions

9.1. Without prejudice to possible sanctions issued by the FIBA Disciplinary Panel in case a proceeding is initiated in accordance with the applicable provisions of the FIBA Internal Regulations, the following scale of specific WT penalties and fees shall automatically apply:

<u>Infringement</u>	<u>Penalty</u>	<u>Fine</u>
Team cancelling participation after qualifying to WT Final (with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction)	<ul style="list-style-type: none"> - Loss of half the points collected at FIBA 3x3 Official Competitions; and - Forfeiture of any accrued prize money of WT Fund during that season 	n.a.
Team cancelling participation after confirmation (with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction)	<ul style="list-style-type: none"> - Loss of all points collected at FIBA 3x3 Official Competitions; and - Ban to play at FIBA 3x3 Official Competitions until the next 1 November; and - Forfeiture of any accrued prize money of WT Fund during that season 	n.a.
Team cancelling participation after seeding* (with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction)	<ul style="list-style-type: none"> - Loss of all points collected at FIBA 3x3 Official Competitions; and - Ban to play at FIBA 3x3 Official Competitions until the end of next year; and - Forfeiture of any accrued prize money of WT Fund during that season 	CHF 10.000 + any costs incurred by FIBA
Confirmed player not showing up without team nominating a substitute in time (with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction)	For the player concerned: <ul style="list-style-type: none"> - Loss of all ranking points; and - Ban to play at FIBA 3x3 Official Competitions until the end of next year; and - Forfeiture of any accrued prize money of WT Fund 	CHF 2.500 + any costs incurred by FIBA

* Seeding dates are regularly as follows: WT Masters the Monday before the event, WT Final 10 days before the event

9.2. If a team is represented by only two players or less at the technical meeting, that

team can be substituted by FIBA and in that case is deemed to have cancelled participation after seeding.

- 9.3. FIBA retains the right to substitute a team at any time if it has the educated opinion that this team may withdraw.
- 9.4. A disqualified team will not be awarded ranking or standing 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 disqualified (DQF). Such disqualification will have no impact on standings of other teams in said event.
- 9.5. For the avoidance of doubt, FIBA will pursue from the FIBA Disciplinary Panel appropriate punishment in correlation to the loss and damages generated by a person having committed an infringement. FIBA has the right to set off the amount of any fine against a team's prize money, even if the infringement was committed by one member of the team alone.

10. Commercial Tattoos & Bicepbands

- 10.1. Tattoos of a commercial nature violating this regulation are not allowed and therefore have to be disguised.
- 10.2. Tattoos and bicepbands of commercial nature ("Commercial Signage") are allowed; income generated by those is kept by the players.
- 10.3. Commercial signage is bound to the following restrictions:
 - a) Each player may display Commercial Signage, which must be placed on the arm, i.e. between shoulder and elbow. The same Commercial Signage may also be put on the player's other arm, provided that both Commercial Signage are identical as regards the design and where on the arm they are placed.
 - b) If two or more players of the same team display a Commercial Signage, the Commercial Signage of all those players must be identical as regards design and in terms of where on the arm the Commercial Signage is placed.
 - c) Once a team uses a Commercial Signage, that team may not use a different Commercial Signage within the same WT season.

d) Commercial Signage is not allowed in the categories athletic apparel, sports footwear and basketballs. FIBA reserves the right to add one or two additional restricted categories before the 30 September for the following WT season.

e) Commercial Signage has to abide by each event's host country regulations.

10.4. Tattoos and bicepbands will be supplied by FIBA to players at their request. Bicepbands will be of black textile and the commercial brand or logo will be in white.

10.5. FIBA may disallow any (permanent or temporary) tattoos and bicepbands 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, amongst others, to any reference to pornography, weapons, tobacco or hard liquor.

10.6. If in doubt, players are advised to seek FIBA's approval of any tattoo and/or bicepband they wish to display.

11. All Stars

11.1. Teams represent a city.

11.2. Articles 7 (naming guidelines), 9 (sanctions) and 10 (Commercial Tattoos & Bicepbands) apply also to the All Stars.

11.3. Qualification system to and players' eligibility criteria for the All Stars will be announced together with event hosting.

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I. Appendix – Definitions

FIBA 3x3 World Tour (WT): A FIBA 3x3 Official Competition consisting of a series of WT Masters and one WT Final.

WT Masters Main Draw: The 12-team tournament of a World Tour Masters.

WT Masters Qualifying Draw: A 3 or 6 teams' tournament that will respectively qualify 1 or 2 teams to the WT Masters Main Draw.

WT Premier: A special WT Masters, with a different qualification process. Participation of team will be by invitation of the Hard-Seeded Teams, wild cards and selected WT Qualifiers.

3x3 WT Qualifier: A 3x3 competition organised by a FIBA-designee where at least one team will qualify for one of the FIBA 3x3 World Tour Masters

Challenger: A WT Qualifier comprised of one stand-alone, international tournament with prize money and limited to 16 invitational teams.

Quest: A 3x3 Qualifier comprised of at least three inter-connected events with at least 150 participating teams in all categories and events, being open to anybody.

Wildcard: Invitation to play in a tournament.

WT Standings: Four points are awarded based on the result in each WT Masters for tour standing purposes.

Tournament standing	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Tour points	100	80	70	60	50	45	40	35	20	18	16	14	12	11	10	9

Hard-Seeded Teams: Top 8 ranked teams of previous season that have confirmed participation in current season and will be directly qualified to a certain number of WT Masters of upcoming season.

Validated Team: A team that validated its roster to FIBA for the new season.

Qualified Team: A team that earned a qualifying spot to a WT Masters thanks to its result in a WT Qualifier.

WT Team: A Qualified Team that has confirmed its participation to the WT.

Pro Team: A team that has a confirmed roster for the whole season. (=all the Validated teams, Hard-Seeded Teams and WT Teams collectively)

Season: Starting with the first Challenger and ending on 1st November.

