



FIBA

We Are Basketball

FIBA 3x3 Men's Pro Circuit Handbook

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Definitions

<u>Automated Allocation:</u>	Allocation procedure for Challengers that is open to Validated Teams, as per articles 4.4 et seq. of the present Handbook.
<u>Challenger:</u>	A premium WT Qualifier comprised of one stand-alone, international tournament with prize money, which is generally limited to 16 male teams (invitational or through qualification).
<u>Confirmed Player:</u>	A player assigned to a Validated Team for the entire 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 Validated Team for a specific Pro Event from among the players of its Extended Roster or the team roster of 4 players of a Soft-Validated Team.
<u>Extended Roster:</u>	A team roster of minimum 3 and maximum 6 eligible players nominated for the Pro Circuit for a given Season.
<u>FIBA 3x3 World Tour ("WT"):</u>	A FIBA 3x3 Official Competition for men consisting of a series of WT Masters and one WT Final.
<u>Hard-Seeded Team:</u>	8 Validated Teams whose Team Manager and/or Confirmed Players accept(s) the respective invitation made by FIBA under article 2.11 of the present Handbook.
<u>Lite Quest:</u>	A FIBA 3x3 Competition which forms part of the FIBA 3x3 competition network as a FIBA endorsed 3x3 event and which may, if selected by FIBA, serve as a qualifier to Challenger.
<u>Performance Slot(s):</u>	Specific Privileged Invitation(s) following spirit of articles 4.2, 5.4 and 5.5
<u>Privileged Invitation:</u>	A slot obtained: <ul style="list-style-type: none">- in a Challenger via Automated Allocation or Replacement Slot or,- in a Pro Event by accepting a Wild Card from FIBA, a Stand-by Slot or a Performance Slot or,- by accepting to become a Hard-Seeded Team for the Season.
<u>Pro Circuit:</u>	The totality of all Pro Events.
<u>Pro Event:</u>	A Challenger or a WT event.
<u>Pro Qualifiers:</u>	A competition qualifying to a Pro Event. There are 3 kinds of Pro Qualifiers: <ul style="list-style-type: none">- Lite Quest- Quest- Super Quest



<u>Quest:</u>	<p>A FIBA 3x3 Competition which forms part of the FIBA 3x3 competition network as a FIBA endorsed 3x3 event and which may, if selected by FIBA, serve as a qualifier to a WT Masters (in principle to Qualification Draw). It can be:</p> <ul style="list-style-type: none">(i) a competition comprised of at least three inter-connected tournaments with (in principle) minimum 150 participating teams in all categories and tournaments and with open registration rules, or(ii) (exceptionally) a stand-alone tournament following specific regulations and paying a prize money of at least a Super Quest, or(iii) a team-tour properly set-up in EventMaker at least 1 month in advance and subject to specific regulations (“Pro League”), such as but not limited to the following:<ul style="list-style-type: none">a. all teams have always to be present in all tour stops excluding the final, except for maximum of 2 guest teams per tour stop,b. extended roster of maximum 6 players,c. Diversity of players’ nationalities: a specific nationality cannot be overrepresented. Therefore, in each tour stop, there cannot be a specific nationality represented by more than 50% of all the players (all teams combined),d. at least 12 players to have all a minimum of 20.000 ranking points at the first day of the month precedent to competition start or have played in 1 FIBA 3x3 Official Competition (excluding U18 and U17 category) in the current or previous calendar year,e. minimum 8 teams and maximum of 16 teams per stop playing a competition format of 1 conference only, 2 conferences of 6 or 8 teams each or 2 ladders of 6 or 8 teams each,f. no less than 3 and not more than 9 tournaments (including the final and counting each conference stop individually)g. paying in average per tournament (or per conference stop, if any) at least the prize money of a Super Quest.
<u>Replacement Slot(s):</u>	Specific Privileged Invitation(s) following spirit of article 4.7.
<u>Super Quest:</u>	An international, stand-alone tournament of invitational nature played between the last WT Masters of a season and the (expected) first WT Masters of the next season, following specific regulations and with the participation of teams from at least 3 different countries and Challenger-like run-down. Super Quest will qualify 2 teams to a WT Masters (thereof, at least 1 to the WT Masters Main Draw).
<u>Season:</u>	The period starting on 15 January and ending on 1 November of the same calendar year (or on the day after the WT Final, whichever is later).
<u>Season-Start Team Ranking:</u>	The FIBA 3x3 Team Ranking applying the FIBA 3x3 Ranking Full Guide of the upcoming Season to results until the end of the previous Season.
<u>Soft-Validated Team:</u>	A team that has played in a Super Quest or Challenger based on a Wild Card or have qualified via a Lite Quest, without being validated by FIBA.
<u>Stand-by Slot:</u>	Slot to fill unallocated slots of a WT Masters after the Replacement Slot process has been exhausted. Stand-by Slots are in principle assigned to Qualification Draw.
<u>Team Manager:</u>	A person authorised (based on a template prepared by FIBA) by the players of a team to act on behalf of the team towards FIBA. He may be a player of the team or a third person.



<u>Team Ranking:</u>	The FIBA 3x3 Team Ranking 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.
<u>U23 Nations League:</u>	FIBA 3x3 U23 Nations League is FIBA 3x3 Official National Team Competition played annually in conference format.
<u>Validated Team:</u>	A team whose Extended Roster has been validated by FIBA pursuant to the provisions of the present Handbook.
<u>Wild Card:</u>	Invitation to play in a Pro Event.
<u>WT Masters Main Draw:</u>	The 12-team tournament of a WT Masters.
<u>WT Opener:</u>	(optional) A special WT Masters being the first WT Masters of a season, with specific rules such as a different qualification process and own prize money levels, relying mainly on Performance Slots and local Pro Qualifiers.
<u>WT Masters Qualifying Draw:</u>	A pool that qualifies, in principle 1 team to the WT Masters Main Draw.
<u>WT Qualifier:</u>	A 3x3 competition which is organised by a FIBA-designated organiser and which qualifies at least 1 team to 1 WT Masters.
<u>WT Standings:</u>	The tour standing calculated according to the 3x3 Rules of the Game.

Note: The present Handbook applies only to men's competitions.

1. Introduction

- 1.1. The Pro Circuit is the pinnacle of the FIBA 3x3 competition network, an open and embracing network of all 3x3 events registered on play.fiba3x3.com.
- 1.2. The Pro Circuit consists of a series of Challengers, WT Masters and one WT Final. FIBA retains the right of including an invitational WT Opener.
- 1.3. Teams qualify to the Challenger through
 - (a) FIBA-designated Lite Quest, or
 - (b) Automated Allocation based on Team Ranking, or
 - (c) Performance Slots, or
 - (d) Replacement Slots or Stand-by Slots, or
 - (e) Wild Cards,as further explained in articles 4 and 7 of the present Handbook.
- 1.4. Teams qualify to the WT Masters
 - (a) through FIBA-designated WT Qualifiers (which may either be Challengers, Quests or Super Quests), or
 - (b) as Hard-Seeded Teams, or
 - (c) through Performance Slots, or
 - (d) through Replacement Slots or Stand-by Slots
 - (e) through Wild Cards,as further explained in articles 5 and 7 of the present Handbook.
- 1.5. Teams qualify to the WT Final through WT Standings, as further explained in the present Handbook.
- 1.6. All FIBA regulations, insofar applicable to 3x3 competitions, apply to the Pro Circuit. The present Handbook sets forth the specific provisions for the Pro Circuit. In case of any conflict or discrepancy, the following hierarchy shall apply (each category to prevail over any category mentioned below it):
 - (a) FIBA General Statutes
 - (b) FIBA Internal Regulations (Book 6 and, to the extent applicable, also Books 1-5)
 - (c) The present Handbook
 - (d) Other rules, regulations and decisions of FIBA.

2. Validated Teams

- 2.1. Only Validated Teams and Soft-Validated Teams can play in the Pro Circuit and in Super Quests.
- 2.2. A team can become a Validated Team at any time during the Season.
- 2.3. 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 eligible players according to article 2.4 can be nominated and players cannot be nominated to 2 different teams at the same time.
 - (b) Step 2 (Acceptance): Each nominated player accepts the nomination and submits the information required for registration.
 - (c) Step 3 (Team Validation and Player Confirmation): FIBA validates the Team Name (and commercial suffix, if any) and the Extended Roster provided the requirements set out in the present Handbook are fulfilled (for Team Names, refer to article 10).
- 2.4. The eligibility criteria for a player to join a Validated Team are the following
 - (a) The player must turn at least 19 years old in the calendar year of the current WT Final
 - (b) The player must hold a valid passport and submit a readable digital copy of the passport when accepting the nomination
- 2.5. The nominated players who have accepted nomination and
 - (a) are ranked within the top 3 of a Hard-Seeded Team, or
 - (b) are ranked within the top 3 of their Validated Team that has been seeded in the Main Draw of a Pro Event, or
 - (c) are part of an Event Roster of completed Pro Event, or
 - (d) allow a team to benefit from U23 Nations League-derived slots in a Pro Event (see below articles 4.2 and 5.5)become Confirmed Players (see below article 2.7).
Any other player of the Extended Roster will not yet be considered a Confirmed Player and can be changed (see below articles 2.8 and 2.9), subject to article 8.3.
- 2.6. A team can be validated by FIBA only if
 - (a) It enters the top 30 teams with their pending roster (based on the Team Ranking at the point of validation), or
 - (b) It has qualified to a Pro Event (insofar timely feasible in FIBA's sole discretion), or
 - (c) it has received a FIBA Wild Card to play in a Pro Event.
- 2.7. Confirmed Players are assigned to a Validated Team for the entire Season and cannot play for another Validated Team or Soft-Validated Teams in any Pro Event during the same Season.
- 2.8. Players are allowed to transfer and to team-up with other players including of other Validated Teams of the previous Season, in the period between the end of the previous Season and until they become Confirmed Players in the upcoming/current Season. For the avoidance of doubt, the same applies to players who have been nominated for the upcoming/current Season but have not yet become Confirmed Players.
- 2.9. Validated Teams cannot in principle change Confirmed Players, save for cases described under article 8.3

- 2.10. Only Validated Teams can pre-register to Challengers in order to be eligible for Automated Allocation (see article 4.2, 4.4 and 4.5 below).
- 2.11. Only Validated Teams can become Hard-Seeded Teams, as follows: after the official announcement of the Season by FIBA, the top 8 Validated Teams based on the Season-Start Team Ranking will be invited to become Hard-Seeded Teams (subject to the terms and conditions applying to Hard-Seeded Teams pursuant to the FIBA entry form for 3x3 Official Competitions for the respective Season). If a team declines the invitation to become a Hard-Seeded Team, FIBA will invite the next-best ranked team instead.
- 2.12. Validated Teams which benefitted from a Privileged Invitation are the only teams actively and specifically promoted by FIBA (with the promotional effort being the highest for Hard-Seeded Teams).

3. Soft-Validated Teams

- 3.1. Teams invited to play in a Super Quest or a Challenger by way of a Wild Card or a Lite Quest can register and play as Soft-Validated Teams, subject to FIBA's consent (not to be unreasonably withheld if the team meets all applicable requirements, e.g. complies with the rules on team names).
- 3.2. In order for a player to be part of a Soft-Validated Team, the following restrictions apply:
 - (a) He cannot be included in a Soft-Validated Team if he is or has been nominated to a Validated Team and has not (yet) declined the nomination.
 - (b) He cannot be nominated to a Validated Team until the corresponding Challenger's or Super Quest's results have been uploaded on play.fiba3x3.com.
 - (c) He must turn at least 19 years old in the calendar year of the current World Tour Final.
- 3.3. Players of a Soft-Validated Team ending in a Challenger within prize money earning standing are automatically nominated to a Validated Team. The corresponding prize money will not be paid until at least 3 players have become Confirmed Players of that team. In case FIBA agrees to the request of a player to reject his automatic nomination, the corresponding Validated Team's Extended Roster will be limited to 5 players for the Season.
- 3.4. A Soft-Validated Team keeps its name when becoming a Validated Team. In any case, the name of a Soft-Validated Team is blocked for the entire Season, except if otherwise decided by FIBA.
- 3.5. Soft-Validated Teams are not included in the Team Ranking list.

4. Allocation of Challenger Slots

- 4.1. A Challenger is generally comprised by 16 teams. 10 teams are allocated to the Main Draw and 6 teams are allocated to 2 Qualifying Draws of 3 teams each. The winner of each Qualifying Draw qualifies to the Challenger's Main Draw.
- 4.2. The slots in the Challenger are allocated as follows:
- (a) 5 through Wild Cards granted by the Challenger host (2 to the Main Draw, 3 to the same Qualifying Draw)
 - (b) 6-8 by Automated Allocation per article 4.5 below (to the Main Draw)
 - (c) Variable amount of FIBA-selected Lite Quests, if any, (in principle to Qualifying Draw)
 - (d) Variable amount of Performance Slots (such as U23 Nations League-derived), if any
 - (e) Variable amount of Replacement Slots and Stand-by Slots, if any
 - (f) Variable amount of Wild Cards, if any, granted by FIBA based on sport and development criteria

Insofar possible, Replacement Slots are assigned to the Main Draw; without prejudice that the 2 host's Wild Cards and the Automated Allocation-derived teams will be preferentially assigned to the Main Draw.

FIBA can convert its Wild Cards and/or the Lite Quests slots for Challengers into Automated Allocation slots or Performance Slots and any unallocated slots into Wild Cards.

- 4.3. Lite Quest hosts, once the Lite Quest has been properly set up (and identified by the Challenger, in case that Challenger substitutes one of its Wild Card slots by a slot to be filled by qualification through that Lite Quest), have to apply online to FIBA for a slot to a Challenger at least 6 weeks before the start of such Challenger; otherwise, they shall not obtain Lite Quest status even if all other requirements therefor are met.
- 4.4. Validated Teams are entitled to participate in the Automated Allocation process if they pre-register through the FIBA 3x3 online platform to the Challenger to which they would like to be automatically allocated (see article 4.5). In addition, teams can establish direct negotiations with a Challenger host for a Wild Card and/or qualify to a Challenger via a Lite Quest. Pre-registrations to a Challenger can be cancelled before the Automated Allocation for said Challenger starts. Once a pre-registration has been cancelled, a team cannot pre-register again to the same Challenger.
- 4.5. The Automated Allocation will not take into account any teams with overdue fines and takes place 5 Wednesdays before the respective Challenger, at 10.00hrs UTC. It follows the below process **among pre-registered Validated Teams**.

The same team can be allocated to 1 or more Challengers provided there are at least 2 full days between the to-be allocated Challenger and other already registered-to or allocated to Pro Events (except otherwise expressly communicated by FIBA).

As a general principle, no more than 2 teams from the same country can be automatically allocated. For the purpose of this article, a team, apart from the team's country, will be considered to be from additional country(ies), for every 2 players or more of the Extended Roster are from the same country. Subject thereto:

- (a) First, a maximum of **3 teams out of the top 8** teams in the Team Ranking* at the time of Automated Allocation will be allocated, by applying in sequence the following criteria
 - **lower number of slots obtained through Automated Allocations thus far during the current Season corrected by certain adjustments** (“Automated Slots”);**
 - **Team Ranking** (in descending order).
- (b) Second, **1 slot to the team with the largest negative number of Automated Slots within the teams ranked 21 or worse** in the Team Ranking by applying Team Ranking (in descending order) as tie-breaker if required.
- (c) Third, a maximum of **3 teams out of the teams ranked 9 to 20** in the Team Ranking at the time of the Automated Allocation will be allocated, by applying in sequence the following criteria
 - **lower number of Automated Slots**
 - **Team Ranking** (in descending order).
- (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 Validated Teams:
 - **lowest number of Automated Slots,**
 - **Team Ranking at the time of Automated Allocation** (in descending order).
- (e) Unallocated slots after completion of the process under (a), (b), (c) and (d) above become FIBA Wild Cards.

***Exceptionally** for the purposes of this article: once a top 8 team has played a Pro Event, only players that have played at least in 1 Pro Event or Super Quest in the 3 months prior to a given Automatic Allocation will be considered for Team Ranking pursuant said Automated Allocation.

****Adjustments to Automated Slots:**

- Teams ending the prior season with a negative allocation number, will **start** the current Season with a number of Automated Slots of **-1**.
- This number will decrease **by 1** for every win in a current Season’s Men’s Pro Event.
- This number will decrease **by 1** for every participation in a final of a Challenger that qualifies to a WT Masters to which team is already qualified via Privileged Invitation or a prior Challenger.
- Only applicable to teams° playing in Main Draw, this number will **increase by 1** for each final standing in a Pro Event 6 positions worse than seeding and, in case of reaching semifinals, this number will **decrease by 1** for each final standing in a Pro Event 6 positions better than seeding.
- This number will **increase by 3** for Hard-Seeded Teams losing 10 or more positions anytime during the Season compared to the Season-Start Team Ranking (only applicable once, if any).
- This number will increase **by 1** for every awarded Replacement Slot in a Pro Event.
- This number will **increase by 1** for each FIBA Wild Card in a Challenger or Performance Slot in a Challenger received, if any.
- FIBA will **increase the number** as foreseen in Annex 1

Allocated slots that remained unused pursuant to article 4.6, will not count.

° Exceptionally, seeding for this specific adjustment will be calculated taking into account all players in Extended Roster irrespectively of any sanction derived from Art.11 of the Player Entry Form

- 4.6. Teams allocated via the Automated Allocation process shall be obliged to participate in the respective Challenger and will be considered confirmed, with the exception of
 - (a) force majeure proven to FIBA’s comfortable satisfaction; or
 - (b) qualification, after the Automated Allocation has taken place, to a WT Masters whose dates collide with the respective Challenger. In such case, the slot in the respective Challenger becomes a FIBA Wild Card.

- 4.7. Replacement Slots to Challengers will be assigned by FIBA to fill unallocated slots (due to cancellations or any other reason) from within the Validated Teams opting for a Replacement Slot on the FIBA 3x3 online platform until 12 days before the given Challenger; such replacement process will immediately start once such need is known and operationally reasonable. Only Validated Teams not owing FIBA, either directly themselves or any of its nominated players from time to time during the Season, any overdue fines or indemnities, are allowed to apply for a Replacement Slot. Subject thereto:
- (a) First, within the opting Validated Teams, ignoring teams from those countries (in the spirit of 4.5) with already 1 team allocated via Automated allocation or Replacement Slots, will be allocated, by applying in sequence the following criteria
 - **lower number of Automated Slots at replacement time;**
 - **Team Ranking at replacement time** (in descending order).
 - (b) Second, if there are unallocated slots after completion of the process under (a) above, then the process will be repeated without country restrictions.
 - (c) Unallocated slots after completion of the process (b) above become Stand-by Slots. FIBA reserves the right to allocate Stand-by Slots at its sole discretion if the start of the replacement process is less than 12 days before the given Challenger.

Teams assigned a Replacement Slot shall be obliged to participate in the respective Challenger and will be considered confirmed, with the exception of force majeure) proven to FIBA's comfortable satisfaction; teams that cancel their participation in the assigned Challenger will be applied the fines foreseen for recidivist in Annex 1 and will be banned from being assigned Replacement Slots, Stand-by Slots or FIBA Wild Cards for the remainder of the Season. Teams assigned a Replacement Slot are expected to have the required visas and be able to travel.

5. Allocation of World Tour Slots

- 5.1. A WT Masters may have 1 or several Qualifying Draws of 3 teams each. In principle, each Qualifying Draw qualifies 1 team to the Main Draw.
- 5.2. The slots in the Main Draw of a WT Masters are allocated as follows:
- (a) Performance Slots (if any);
 - (b) **1** through a Wild Card granted by the WT Masters host;
 - (c) **Maximum 8** from Challengers selected by FIBA;
 - i. If a team qualifying via a Challenger was already qualified, then the next in the Challenger’s standings is qualified by subrogating into former’s initial rights and obligations.
 - (d) Replacement Slots and/or Stand-by Slots
 - (e) Wild Card(s), insofar applicable, granted by the WT Final host.
 - (f) **Any remaining slots will be reserved to Super Quests, Quests, Wild Cards and Qualifying Draw(s); Super Quest & Quest slots and Wild Cards will be allocated by FIBA.**
 - i. Qualification Draws will be primary allocated with the lowest ranked teams from those qualifying via the Quests with prize money less than USD 15k in average per tournament.
 - ii. When selecting the WT Masters to which slots from Quest(s) will be allocated, FIBA may consider geographical criteria and visa requirements.
 - iii. Subsequently, when allocating slots to Quest(s), FIBA will consider
 - (a) Compliance of the organizer with letter & spirit of Book 6 of the FIBA Internal Regulations (including the regulations referred to therein, in particular Books 1-5, to the extent applicable);
 - (b) the 3x3 activity of the country;
 - (c) the 3x3 activity of the events’ organizer in the region;
 - (d) the performance of the team(s) that qualified from the respective Quest in prior WT seasons.

Insofar possible, Replacement Slots are assigned to the Main Draw; without prejudice that the host’s Wild Card and the Challenger-qualified teams, as well as Super Quests & Pro Leagues-qualified teams that won the corresponding qualifier, will be preferentially assigned to the Main Draw.

- 5.3. In the event that a WT Qualifier has not been confirmed by FIBA by 31 March, the respective slot(s) related to such WT Qualifier will revert to FIBA which shall allocate such slot(s) at its discretion.
- 5.4. The Hard-Seeded Teams will benefit from the following number of Performance Slots:

Season-Start team ranking	Number of WT Masters
1	4 WT Masters
2	3 WT Masters
3	3 WT Masters
4	2 WT Masters
5	2 WT Masters
6	2 WT Masters
7	2 WT Masters
8	2 WT Masters

Hard-Seeded Teams will be allocated to WT Masters based on their preferences; but (in principle other than to WT Opener) not more than 2 Hard-Seeded Teams can be allocated per WT Masters and the selection of teams allocated to a given WT Masters will be based on the preferences of the higher ranked.

For the avoidance of doubt, it is FIBA's prerogative to decide which are the WT Masters available for Performance Slots earmarked for Hard-Seeded teams and it may decide to allocate more than 2 Hard-Seeded Team to the same WT Masters or forcefully allocate to WT Opener and WT Masters.

Hard-Seeded Teams have to submit their ranked preferences by the deadline indicated by FIBA after the official announcement of the Season. In case a team does not submit its preferences in time or has been banned from participating in the WT Masters it was allocated to or declines the allocation done by FIBA, it will be substituted by FIBA at its sole discretion.

Once allocated to a WT Masters, a Hard-Seeded Team is considered qualified to such WT Masters and its participation confirmed.

5.5. Additional Performance Slots will be allocated as follows:

- (a) The winner of the prior season's WT Final will be allocated to the first available WT Masters after the Hard-Seeds have been allocated.
- (b) The winner of the WT Opener will be allocated to the first available (and not yet qualified to) WT Masters.
- (c) If a season has more than 10 WT Masters, then Performance Slots to the WT Masters preceding the WT Final will be allocated to the 2 teams with the highest number of wins in Pro Events (tie-breaking by Season's win percentage and thereafter by team ranking) 3 Wednesdays before said last WT Masters, at 10.00hrs UTC.
- (d) Performance Slots, if any, to any other WT Masters at FIBA's discretion following the spirit of this Handbook.
- (e) Derived from U23 Nations League; but Hard-Seeded Teams are not entitled.

5.6. Replacement Slots in WT Masters will be assigned by FIBA to fill unallocated slots (due to cancellations or any other reason); such replacement process will immediately start once such need is known and operationally reasonable. Only Validated Teams not owing FIBA, either directly themselves or any of its nominated players from time to time during the Season, any overdue fines or indemnities, are considered for a Replacement Slot. Subject thereto:

- (a) First, within Validated Teams with 2 or less Privileged Invitations and a win ratio in the Pro Circuit of 50% or higher will be offered a slot, by applying **Team Ranking at replacement time** (in ascending order) as tie-breaker if required. In applying such criterion, teams from countries (in the spirit of 4.5) that have already 1 team allocated to the given WT Masters via Hard Seeds, Challengers or Replacement Slots are not taken into account.
- (b) Second, if there are unallocated slots after completion of the process under (a) above, then within Validated Teams with 20 or less played games in the Pro Circuit and a win ratio in the Pro Circuit of 50% or higher, will be offered a slot by applying **Team Ranking at replacement time** (in ascending order) as tie-breaker if required. In applying such criterion, teams from countries (in the spirit of 4.5) that have already 1 team allocated to the given WT Masters via Hard Seeds, Challengers or Replacement Slots, will not be taken into account.
- (c) Third, if there are unallocated slots after completion of the process under (c) above, then within top 30 teams in the Team Ranking with 2 or less WT allocations, will be offered a slot by in sequence the following criteria
 - lower number of WT allocations;
 - Team Ranking at replacement time (in ascending order).
 In applying such criterion, teams from countries (in the spirit of 4.5) that have already 1 team allocated to the given WT Masters via Hard Seeds, Challengers or Replacement Slots, will not be taken into account.
- (d) Unallocated slots after completion of the process in (c) above become FIBA Wild Cards. FIBA reserves the right to allocate FIBA Wild Cards, at its sole discretion, if the start of the replacement process is less than 12 days before the given Challenger.

- 5.7. The qualifier allocation to World Tour Masters, except for the last one of the season, will guarantee the identification of 3 qualified teams (except Host Wild Card) latest 3 Tuesdays before the corresponding event.
- 5.8. In case a new WT Masters is announced after the beginning of the Season, allocation of slots to said event will be entirely at FIBA's discretion.

6. Travel to Pro Events

- 6.1. Teams that are qualified in a Pro Event
 - (a) via the Automated Allocation process
 - (b) as a Hard-Seeded Team
 - (c) via a Challenger or Super Quest
 - (d) to WT Final

will receive an appearance fee from FIBA calculated on the basis of their country and the location of the Pro Event according to the following table (in case a team does not participate in a Pro Event for which it has qualified or was allocated, the appearance fee shall not be granted):

Travel	Fee per team
Within the same country	\$500
Within European Zone	\$700
Within Asian Zone	\$1'000
Within African Zone	\$2'000
Within Oceanian Zone	\$1'000
Within American Zone	\$2'000
Inter-continental	\$4'000
<i>Exception between Europe and MENA</i>	\$2'000

Teams assigned a Replacement Slot are not entitled to appearance fee.

7. Qualification to a Pro Event

- 7.1. FIBA reserves the right to modify allocation to a Pro Event at its entire discretion, even after a team has won a Pro Qualifier (e.g. to guarantee universality in nationalities in said Pro Event).
- 7.2. Teams and players are allowed to qualify to any of the Pro Events, however players are bound to the Extended Roster restriction mentioned in this Handbook.
- 7.3. Teams (including Team Manager) qualifying to a Pro Event have to be identified via email within 24 hours of the end of the qualifying event (other than Challengers) by the host. The team's players, if not yet part of a Validated Team, have to undergo the team validation process with FIBA within 5 days from the end of the Pro Event qualifier.
- 7.4. Only Validated Teams and Soft-Validated Teams are allowed to register and participate in a Pro Event. Pro Events hosts cannot accept teams which are not Validated Teams other than Soft-Validated with FIBA's consent (not to be unreasonably withheld if the team meets all applicable requirements, e.g. complies with the rules on team names). If this provision is violated, FIBA shall have the right to take any appropriate measure, including without limitation replacing teams.

FIBA reserves its right to amend the present Handbook at any time prior to season start.

- 7.5. Qualified teams, subject to being Validated Teams, are automatically registered in the respective Pro Event and will have 10 days counted from the qualification day to decline their participation in the respective Pro Event. If the Pro Event qualifier is held less than 20 days before the Pro Event, the qualified team has until 1700 CET (1600 UTC) on the day after qualification to undergo team validation or to decline its participation in the respective Pro Event if required. If the qualified team decline its participation or the validation of the qualified team is not performed in time or if the qualified team's players do not meet the eligibility criteria, the next qualified and eligible team from the same Pro Event qualifier will be invited to confirm participation to the extent this is feasible. If not feasible, FIBA will allocate a Wild Card in its discretion. If the team does not decline participation within the given timeline, its participation is considered confirmed.
- 7.6. Once a team has confirmed its participation in a Pro Event, its participation is mandatory. Event Rosters (and team travel details) have to be confirmed 10 days before the event, except if otherwise specified by FIBA for visa purposes or alike. Event Roster's players' participation is mandatory with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction (however, players can be replaced in compliance with this Handbook, subject to FIBA's consent until the start of the technical meeting). Violation of this rule will entail the imposition of sanctions including exclusion from the event.
- 7.7. The best-ranked teams in the WT Standings after the last WT Masters and only those are qualified to the WT Final.
- 7.8. 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.
- 7.9. If FIBA requires Stand-by Slots to fill missing slots in a given Pro Event (respectively WT Masters or Challenger), those slots will be awarded only to Validated Teams not suspended or owing FIBA, either directly themselves or any of its nominated players, any overdue fines or indemnities by applying in sequence the following criteria:
- (a) First, within the Validated Teams, the team: (i) asking for a Stand-by Slot for the given Pro Event on the FIBA 3x3 online platform and that have pre-paid the corresponding fee by Team Ranking (in ascending order) ("Stand-by Team"); and (ii) that have not yet been awarded any Stand-by Slot or FIBA Wild Card in respectively a prior WT Masters or Challenger.
 - (b) Second, within all Validated Teams, the teams asking for a Stand-by Slot for the given Pro Event on the FIBA 3x3 online platform and that have pre-paid the corresponding fee by Team Ranking (in ascending order) ("Stand-by Team"), but without awarding more than 2 Stand-by Slots and/or FIBA Wild Cards in a WT Masters, if applicable, to the same team.
 - (c) Third, to any team asking for a Stand-by Slot for the given event and/or with less than 12 days to the event to any team interested in paying the corresponding fee.

Teams assigned a Stand-by Slot shall be obliged to participate in the respective Pro Event and will be considered confirmed, with the exception of force majeure proven to FIBA's comfortable satisfaction; teams that cancel their participation in the assigned Pro Event will be applied the fines foreseen for recidivist in Annex 1 and will be banned from being assigned Replacement Slots, Stand-By Slots or FIBA Wild Cards for the remainder of the Season. Teams assigned a Stand-by Slot are expected to have the required visas and be able to travel.

8. Team Rosters and Eligibility

- 8.1. All Validated Teams have to follow the rules mentioned or referred to in this Handbook including the provisions of this article.
- 8.2. The Event Roster shall be comprised of exactly 4 players who are available and eligible to play in the event. A team with 3 or less players is ineligible to play, 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 2.500 fee. For the avoidance of doubt, exceptions will not be granted to concurrently play in 2 Pro Events and/or Super Quest.
- 8.3. An Extended Roster has to comply with the following criteria:
 - (a) Consist of minimum 3 players and maximum 6 players
 - (b) Minimum 2 players have to be the same as in the team that qualified to the respective Pro Event at event registration.

Notwithstanding the above, a Validated Team can change up to 2 players from the Extended Roster during the Season by paying a USD 2.500 fee, whereas such fee is raised to USD 5.000 if the replaced player has been within top ranked 3 of his team when team benefited from an Automated Allocation (the administrative process of change of player can take up to 10 working days); subject to the following conditions and exceptions:

- i. The first top 3 Confirmed Players of Hard-Seed team cannot be changed.
 - ii. Hard-Seed teams cannot change players of its Extended Roster until the first top 3 Confirmed Players have played at least 1 Pro Event or Super Quest.
 - iii. The Confirmed Players allowing a team to benefit from U23 Nations League derived Performance Slots cannot be changed.
- 8.4. All Players added to the Extended Roster via 8.3 are only eligible to play in the WT Final, if they have played at least 1 Pro Event during the Season.
 - 8.5. No Confirmed Player can be or have been on the Extended Roster for two different Validated Teams in Pro Events during the same Season.
 - 8.6. Non-verified players, i.e. those being exceptional granted a one-time right to play in spite of not having submitted to FIBA a valid passport, cannot be again added to Event Roster until 2.4(b) is fully complied with.
 - 8.7. Teams with non-verified players are not eligible to receive prize money or appearance fee until until 2.4(b) is fully complied with by all its players.
 - 8.8. Teams participating in Pro Qualifiers must ensure that their team composition would allow them to participate in the Pro Event for which they have the chance to qualify in that Pro Qualifier.

9. Pool Seeding

- 9.1. Teams are seeded based on Team Ranking for Validated Team or in case of Soft-Validated Teams, on the aggregate of ranking points of the 3 highest ranked players of the team and placed in pools based on their seeding number in principle by the Monday before the Pro Event at 1700 CET (or 1600 UTC), but not later than 4 working days, prior to the respective Pro Event. Teams qualifying via a Qualifying Draw will be pre-seeded and placed in pools via placeholders according to the highest seeded team of their Qualifying Draw.
- 9.2. In case a slot in the Main Draw of a Pro Event requires being filled after the official seeding time as set by FIBA, the substitute team will be selected in this order: highest standings within Qualification Draw teams (ex-winners), then any local team, and lastly any available team (by team ranking order) at FIBA's discretion. If a Qualification Draw in a Pro Event is reduced to 2 teams and an additional team is required, the additional team will be selected in this order: any local team, and then any available team (by team ranking order) at FIBA's discretion.
- 9.3. If a substitute team enters the Pro Event after the seeding, it will automatically take the place of the substituted team. Such a substitute team will be marked and its result in the given WT will not count for WT Standings.
- 9.4. All team seeding numbers will be recalculated when all teams are definitely known, however the pool composition and pool order will remain unchanged.
- 9.5. Special pool seeding rule in case of back-to-back events (defined as events seeded at the same time): if a pool is repeated (or can be repeated due to a Qualification Draw) during the seeding process, then the known second-best ranked team in the given pool is switched with the second-best ranked team of the next pool in the seeding process.

10. Team Name Rules

- 10.1. Team Names are subject to the below rules. FIBA may disallow the use of a name which otherwise complies with the below rules if the name is not fit for an elite basketball competition in FIBA's sole discretion, or can reasonably be interpreted as being contrary to FIBA's values as enshrined in the FIBA Code of Ethics (Book 1, Chapter 5 of the FIBA Internal Regulations).
- 10.2. The name of a Validated Team will represent (preferentially) the name of the team's own city and will determine the country of the team.

- 10.3. Team Names have to comply with the below requirements:
- (a) The Team Name can have a length of maximum 13 characters, including spaces, so as to fit on the uniforms.
 - (b) Extended Rosters comprising of **2 or more players from a last season's Validated Team have to keep the Team Name of the previous Season**, unless otherwise permitted by FIBA. However, the commercial suffix, if any, can be changed (see article 10.4 below). Special cases:
 - i. In case of team break-up resulting in two or more teams wishing to use the same Team Name, in principle and subject to FIBA's discretion, the highest ranked player after the WT Final of the previous Season has the right to use the Team Name for the upcoming Season;
 - ii. Any new team from the same city will have to select a name within the framework of the present rules in order to distinguish itself accordingly.
 - iii. Team patrons will have an initial pre-emption option, albeit not right, on the Team Name, subject to FIBA's final approval and sole discretion.
 - (c) In case multiple teams from the same city and/or with the same city name enter the Pro Circuit in the same Season, 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 historical city name (e.g. Lutecia instead of Paris)
 - (d) When using an affix, the city name goes first (e.g. SP Sorriso). Three-letter acronyms are to be avoided as suffix (e.g. Bucharest UPB) and can be allowed by FIBA only in exceptional cases.
 - (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) or city-states (e.g. Singapore, Monaco) are allowed.
 - (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) as well as (subject to FIBA's discretion) world-renowned sports clubs.
 - (h) Abbreviations are allowed only if they are generally accepted and represent geographical location (e.g. NY Queens)
 - (i) The Team Name shall be in English unless otherwise approved by FIBA in its sole discretion.
- 10.4. Without prejudice to the above rules, Validated Teams are allowed to use a commercial suffix of maximum 10 characters. This suffix will not be considered part of the Team Name and can be changed every Season. The suffix shall not be the name of a city or be associated with companies in categories reserved to FIBA in 3x3 (i.e. athletic apparel, sports footwear, basketballs, timekeeper, sports equipment, broadcasters if in conflict with other FIBA commitments and naming partner of FIBA 3x3 World Tour, if any) and shall not offend morality or common decency nor convey directly or indirectly a political message. The provisions of article 10.1 above apply also to commercial suffixes.

11. Prize Money at Pro Events and Super Quests

- 11.1. In principle, prize money earned at Pro Events and Super Quests will be paid directly by FIBA, in principle within a month after the respective event, via bank transfer and after applicable deductions (e.g. fines or local taxes), if any.
- 11.2. During the team validation process, teams will have to provide one single bank account to which prize money will be transferred. Such bank account cannot be changed during the season without just cause. The prize money will be transferred in its totality to such bank account only. Teams are responsible for paying the relevant taxes and other charges, if any, on all amounts received from FIBA or from the Men's Pro Event hosts.
- 11.3. The teams and individual prize money (in USD) for the current Season will be announced prior to Pro Season start. Such announcement will become Annex 2 to this Handbook.

12. Standings Due to Force Majeure

- 12.1. If a Pro 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).

13. Sanctions & Fines

- 13.1. 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 in correlation 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 Pro Circuit sanctions listed in Annex 1; to be noted that Disciplinary Proceedings will not be opened should FIBA decide to utilise this provision.
- 13.2. 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.
- 13.3. 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).
- 13.4. A disqualified team will not be awarded individual ranking points or WT 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 "DQF". Such disqualification will have no impact on standings of other teams in said event.
- 13.5. 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 the violation was committed before the fined player joining the team.

14. Commercial Signage at WT events

- 14.1. The provisions of the FIBA entry form for 3x3 Official Competitions, which include the Pro Events, apply to temporary and permanent tattoos (jointly “Tattoos”) and to commercial signage on individual players, including signage on uniform shorts (“Marks”).
- 14.2. Team advertising at WT events in the form of Tattoos, garments and Marks of commercial nature (jointly “Commercial Signage”) is allowed subject to the provisions of the FIBA entry form and this Article.
 - (a) Commercial Signage is not allowed in the categories of athletic apparel, sports footwear, timekeeper, sports equipment and basketballs. FIBA reserves the right to add one or two additional restricted categories before the 30 September for the following Season.
 - (b) Commercial Signage has to abide by each event’s host country regulations.
- 14.3. Tattoos violating the applicable rules are not allowed and will have to be covered or, in exceptional cases, disguised with FIBA’s approval. Garments violating the applicable rules are not allowed and will have to be removed. Marks violating the applicable rules are not allowed and the affected uniform shorts will have to be substituted by uniform shorts without branding, insofar possible; a replacement cost of USD 250 per short will be raised.
- 14.4. In principle, any income generated from Commercial Signage, where allowed under the applicable rules, is retained by the team.
- 14.5. Commercial Signage on arms is subject to the following restrictions:
 - (a) Each player may display Commercial Signage on arms. The same Commercial Signage may also be put on the player’s other arm, provided that both Commercial Signages are identical as regards the design and in terms of where on the arm they are placed.
 - (b) If two or more players of the same team display a Commercial Signage on arms, 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.
- 14.6. Marks are subject to the following restrictions:
 - (a) All players of same team have to wear shorts with identical Marks, if any.
 - (b) Once a team uses a Mark, that team may not use a different Mark within the same Season.
 - (c) Marks have to strictly follow the FIBA branding guidelines published on fiba3x3.com, have to be limited to the reserved black strip on the shorts’ right leg and have to be in white.
 - (d) FIBA’s prior approval is required and may be withheld at FIBA’s discretion.
- 14.7. Temporary tattoos and garments shall be produced by the Team, upon FIBA’s prior approval of the designs. Temporary tattoos shall be black or white, whilst garment shall be of black textile with the Commercial Signage in white. Players with temporary tattoos infringing these guidelines will not be allowed to play and will have to either wash them off or cover them with undergarment.
- 14.8. FIBA may disallow any Tattoos, garments and Marks 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 5I of the FIBA Internal Regulations). This applies, without limitation, to any reference to pornography, weapons, tobacco or hard liquor.
- 14.9. If in doubt, players are advised to seek FIBA’s approval of any Tattoo and/or garments they wish to display.
- 14.10. The above rules are applicable to Challengers and SuperQuest, subject to teams requesting approval from FIBA at least 2 weeks prior to the given event.

- 14.11. FIBA retains right to enact special provisions to incrementally allow commercial signage on uniforms during the season.

15. Ancillary Gear

- 15.1. Ancillary Gear has to follow the branding guidelines published on fiba3x3.com.
- 15.2. A rigorous “black is black” policy is applied to Ancillary Gear at all Pro Events; any ancillary gear (such as but not limited to headbands, arm-sleeves, armbands, legbands, knee-pads, pads and bands of any kind, undergarment, compression layers) other than for medical reasons has to be black with white signage, if any.
- 15.3. Without prejudice of article 14, Ancillary Gear worn by players at a given Pro Event cannot display any commercial signage.

16. Other Requirements

- 16.1. Players and team managers are required to download the FIBA3x3 Pro App (“Pro App”) available on Google Play Store and/or App Store.
- 16.2. 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 Pro Event.
- 16.3. 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.
- 16.4. FIBA strongly recommends players and other participants in Pro Events to be vaccinated against COVID-19.

END.