



# FIBA 3x3 Men's Pro Circuit Handbook

**2024 Edition** (updated 29 Feb. 2024)

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

- **Annex 0** (Participant Entry Form)
- **Annex 1** (Fines & Fees)
- **Annex 2** (Prize Money)
- **Annex 3** (related to Art 11 Participant Form)
- **Annex 4** (Super League’s approved formats)
- **Annex 5** (Draft player’s contract)

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



# Definitions

<u>Automated Allocation:</u>	Allocation procedure for Challengers that is open to Validated Teams, as per articles 3.5 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 selected and registered by a Validated Team for a specific Pro Event from among the players of its Extended Roster.
<u>Extended Roster:</u>	A team roster of minimum 3 and maximum 6 eligible players nominated for the Pro Circuit for a given Season. (See Appendix 3 and 4 for graphical summary).
<u>FIBA 3x3 Official Competition:</u>	WT, Challengers, FIBA 3x3 Women's Series, Nations League and FIBA 3x3 Cups.
<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>	10 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 tournament 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 regional qualifier to a Challenger (in principle to qualification draw).
<u>On-going Player:</u>	Confirmed Player that belongs to Season Roster <u>and</u> current Season's Extended Roster of an On-going Team; and in prior season played at least in 3 Pro Events and had a PVALpg > 2,0.
<u>On-going Team:</u>	Team that survives from last season to the new season during team validation process as per article 1.7 of the present Handbook. (See Appendix 3 and 4 for graphical summary).
<u>Patron:</u>	Federation, world-renowned club or other that owns, manages and/or controls a team playing in Pro Circuit as foreseen in this Handbook.
<u>Performance Slot(s):</u>	Specific Privileged Invitation(s) following spirit of articles 3.2, 4.4 and 4.5
<u>Pre-Allocation:</u>	Allocation procedure for Challengers that is open to Validated Teams, as per article 3.4. The Pre-Allocation is a sub-process of the Automated Allocation process which happens well before the 5-Wednesday-weeks mark.



<u>Privileged Invitation:</u>	A slot obtained: <ul style="list-style-type: none"><li>- in a Challenger via Automated Allocation or,</li><li>- in a Pro Event by accepting a Wild Card from FIBA, a Stand-by Slot or a Performance Slot or,</li><li>- by accepting to become a Hard-Seeded Team for the Season.</li></ul>
<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 4 kinds of Pro Qualifiers: <ul style="list-style-type: none"><li>- Lite Quest</li><li>- Quest</li><li>- Super Quest (off-season)</li><li>- Super League (off-season)</li></ul>
<u>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 regional qualifier to a WT Masters (in principle to qualification draw).
<u>Replacement Slot(s):</u>	Specific Privileged Invitation(s) following spirit of article 3.7.
<u>Replacing Player:</u>	A player added to the Extended Roster following article 7.5.
<u>Super Quest:</u>	An off-season international, stand-alone tournament of invitational nature approved by FIBA 5 weeks in advance and qualifying 2 teams to a WT Masters (thereof, at least 1 to the WT Masters Main Draw) and played off-season (in principle) between the first day of the year of the current Season and the (expected) first WT Masters, following specific regulations: <ol style="list-style-type: none"><li>participation of teams from at least 3 different countries,</li><li>diversity of players' nationalities: a specific nationality cannot be represented by more than 50% of all the players (all teams combined),</li><li>at least 12 players to have all a minimum of 20.000 ranking points at the first day of the year of the Super Quest or have played in 1 FIBA 3x3 Official Competition (excluding U18 and U17 category) in the current or previous calendar year,</li><li>Challenger-like run-down with 12 teams, thereof (in principle) 3 out of the top 25 teams of Season-End Team Ranking.</li></ol>



<u>Super League:</u>	<p>An off-season team-tour qualifying several teams to various Pro Events and approved by FIBA 5 weeks in advance between the first day of the year of the current Season and the (expected) first WT Masters, and subject to specific regulations, such as but not limited to the following:</p> <ol style="list-style-type: none"><li>all teams have always to be present in all tour stops excluding the final, except for maximum of 2 guest teams per tour stop,</li><li>extended roster of maximum 6 players that can be used in all stops including the final (whereas players that have not yet played can be replaced),</li><li>participation of regular teams from at least 3 different countries,</li><li>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),</li><li>at least 12 players to have all a minimum of 20.000 ranking points at the first day of the year of the Super League or have played in 1 FIBA 3x3 Official Competition (excluding U18 and U17 category) in the current or previous calendar year,</li><li>6 teams or 8 teams or 12 teams per stop and 1 final, if any, playing a competition format pre-approved by FIBA,</li><li>no less than 3 and not more than 5 tournaments (including the final, if any),</li><li>paying in average per tournament at least the prize money of a Super Quest.</li></ol>
<u>Season:</u>	<p>The period of the yearly WT competition ending a full week after the WT Final.</p>
<u>Season-End Team Ranking:</u>	<p>The FIBA 3x3 Team Ranking at the end of previous Season considering only the On-going Teams in the upcoming Season.</p>
<u>Season Roster:</u>	<p>Any player (up to 8) of the same Validated Team (of the previous year) that have played 3 or more Pro Events in the <u>previous</u> Season and had a season PVALpg higher than 2,0.</p>
<u>Stand-by Slot:</u>	<p>Slot to fill unallocated slots of a Pro Event after the Replacement Slot process has been exhausted.</p>
<u>Team Manager:</u>	<p>A person authorised (based on a template prepared by FIBA) by respectively the Patron or 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.</p>
<u>Team Ranking:</u>	<p>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.</p>
<u>Nations League:</u>	<p>FIBA 3x3 Youth Nations League is a national team competition played annually and regulated in a separate handbook.</p>
<u>Validated Team:</u>	<p>A team whose Extended Roster has been validated by FIBA pursuant to the provisions of the present Handbook (see Appendix 2 for timeline).</p>
<u>Wild Card:</u>	<p>Invitation to play in a Pro Event.</p>
<u>WT Masters Main Draw:</u>	<p>The 12-team tournament of a WT Masters.</p>
<u>WT Masters Qualifying Draw:</u>	<p>A pool that qualifies, in principle 1 team to the WT Masters Main Draw.</p>



WT Opener: (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.

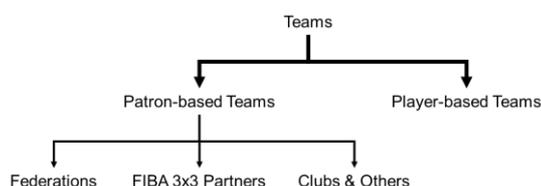
WT Qualifier: A 3x3 competition which is organised by a FIBA-designated organiser and which qualifies at least 1 team to 1 WT Masters.

WT Standings: 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 and/or Super-League, 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 3 and 6 of the present Handbook.
- 1.4. Teams qualify to the WT Masters
  - (a) through FIBA-designated WT Qualifiers (which may either be Challengers, Quests, Super Quests or Super Leagues), 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 4 and 6 of the present Handbook.
- 1.5. Teams qualify to the WT Final through WT Standings per article 6.7. FIBA reserves right to organize a play-in in WT Final with specific qualification criteria that will be announced before the first WT event of the Season. Only teams that have played at least 3 Pro Events can play in the WT Final.
- 1.6. There are two types of teams playing in the Pro Circuit (see Appendix):
  - (a) Patron-based teams, those that FIBA (at its sole discretion) recognizes to have a patron during the team validation process,
  - (b) Player-based teams, all other teams.



Newly recognized Patron-based Teams will have to pay a one-time fee (equal to the prize money of a Super Quest) during the team validation process. However, Patron-based Teams finishing out of the top 50 lose their Patron-based status.

Federations can have 2 Patron-based Teams, all other patrons can have only 1 team.

- 1.7. A team will be considered an On-going Team during the team validation process (see Appendix 3), only if
- (a) in case of a Patron-based Team: at least 2 On-going Players accept nomination of the same Patron-based Team.
  - (b) in case of a Player-based Team: at least 4 On-going Players accept nomination of the same Player-based Team.

Only On-going Teams validated before the first WT event of the season (and subject to the deadlines in this Handbook) will benefit from previous season performance (such as qualification to Opener, Hard-Seeded Team, performance slot for WT Final winner, negative Allocation Slot carry-over, etc).

- 1.8. Patron-based Teams (that are also an On-going Team) will have to comply with the following nationality restrictions (see Appendix 3):
- (a) if the Patron is a Federation, at least 4 players of the Extended Roster have to be of the same nationality as the Federation,
  - (b) if the Patron is not a Federation, then during the validation process and also during the season, only 2 new players per non-dominant nationality can be added to the Season Roster (whereas dominant nationality, if any, is the nationality shared by four players of the Season Roster). For the avoidance of doubt, if an On-going Patron-based Team does not have a Season Roster with a dominant nationality, then the team can add only 2 new players per nationality.
- 1.9. 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 can play in the Pro Circuit.
- 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 0 (if applicable): Submit to FIBA the request to be a Patron-based Team.
  - (b) 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.
  - (c) Step 2 (Acceptance): Each nominated player accepts the nomination, acknowledges patron, if any, and submits the information required for registration.
  - (d) Step 3 (Team Validation): 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 9).
- 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 become Confirmed Players (see below article 2.7).
- 2.6. A team can be validated by FIBA only if (in principle)
  - (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, or
  - (c) It has received a Wild Card to play in a Pro Event, or
  - (d) It is an On-going Team.
- 2.7. Confirmed Players are assigned to a Validated Team for the entire Season and cannot play for another Validated Team 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 7.4 and 7.5.
- 2.10. Only Validated Teams can pre-register to Challengers in order to be eligible for Automated Allocation (see article 3.2 and 3.4 below).
- 2.11. Only On-going Validated Teams can become Hard-Seeded Teams, as follows: after the official announcement of the Season by FIBA, the top 10 Validated Teams based on the Season-End Team Ranking may become Hard-Seeded Teams (subject to the terms and conditions applying to Hard-Seeded Teams pursuant to the FIBA Participant Entry Form for 3x3 Official Competitions for the respective Season). If a top 10 Validated Team does not submit timely its ranked preferences (see art 4.4), then it does not become a Hard-Seeded Team and 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. Allocation of Challenger Slots

- 3.1. 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.

3.2. 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 qualifying draw(s))
- (b) 6-8 by Automated Allocation (including Pre-Allocation) per article 3.3 et seq. to the main draw)
- (c) Variable amount of FIBA-selected Lite Quests and Super Leagues, if any, (in principle to qualifying draw)
- (d) Variable amount of Performance Slots (such as 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

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 Replacement Slots and/or Stand-by Slots.

3.3. 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 3.4 and 3.5). 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.

3.4. The top 25 On-going Validated Teams based on Season-End Team Ranking (whereas if any top 25 team at season-end is not both, validated and On-going, at the given deadline, it will be substituted by the next-best ranked On-going Validated Team instead) can request the pre-allocation to different Challengers. Such teams have to submit their preferences by the deadline indicated by FIBA, that will not be later than the first WT Masters.

Pre-Allocation will be done following preferences of order, availability and FIBA's discretion; but with the following limitations per Challenger:

- not more than 2 Pre-Allocation slots;
- only 1 Hard-Seeded Team;
- only 1 team from the same country (applying the additional nationality criteria of article 3.5).

Once allocated to a Challenger via Pre-Allocation, a team is considered qualified to such Challenger and its participation confirmed.

3.5. 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 (**taking into account the Pre-Allocation**) 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 that are from the same country. Subject thereto:

- (a) First, a maximum of **3 teams out of the top 10** teams in the Team Ranking at the time of Automated Allocation will be allocated, by applying in sequence the following criteria
  - **Pre-Allocation slots**, if any;
  - **lower number of slots obtained through Automated Allocations thus far during the current Season corrected by certain adjustments\* ("Automated Slots")**;
  - **Team Ranking** (top to bottom).
- (b) Second, **1 slot to the team with the largest negative number of Automated Slots within the teams ranked 26 or worse** in the Team Ranking by applying Team Ranking (top to bottom) as tie-breaker if required.
- (c) Third, a maximum of **4 teams out of the teams ranked 11 to 25** in the Team Ranking at the time of the Automated Allocation will be allocated, by applying in sequence the following criteria
  - **Pre-Allocation Slots**, if any.
  - **lower number of Automated Slots**
  - **Team Ranking** (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 and ranked Validated Teams:
  - **lowest number of Automated Slots**,
  - **Team Ranking at the time of Automated Allocation** (top to bottom).
- (e) Unallocated slots after completion of the process under (a), (b), (c) and (d) above become Replacement Slot and/or Stand-by Slots.

**\*Adjustments to Automated Slots:**

1. This number will decrease **by 1** for every win in a current Season's Men's Pro Event.
2. 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.
3. 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.
4. This number will **decrease by 1** for each missed qualification to World Tour due to 4.2
5. This number will **increase by 1** for every awarded Replacement Slot in a Pro Event.
6. FIBA will **increase the number** as foreseen in Annex 1
7. On-going Teams ending the prior season with a negative allocation number, will **start** the current Season with a number of Automated Slots of **-1**.

*\* 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 Participant Entry Form*

- 3.6. 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.

Allocated slots that remained unused pursuant to this article will not count towards Automated Slots purposes.

- 3.7. Replacement Slots to Challengers will be offered by FIBA to fill unallocated slots (due to cancellations or any other reason) to Validated Teams opting for a Replacement Slot on the FIBA 3x3 online platform; 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 eligible for a Replacement Slot. Subject thereto:
- (a) First, within the opting (and being eligible) Validated Teams ranked top 30 or a win ratio in the Pro Circuit (main draw only) of 50% or higher at replacement time, [ignoring teams from the countries (applying the nationality criteria of 3.5) 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** (bottom to top).
  - (b) Second, if there are unallocated slots after completion of the process under (a) above, then the process will be repeated within all Validated Teams opting (and being eligible) for a Replacement Slot by applying Team Ranking at replacement time (top to bottom).
  - (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.

## 4. Allocation of World Tour Slots

- 4.1. 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.
- 4.2. The slots in the Main Draw of a WT Masters are allocated by FIBA (except Host Wild Card) as follows:
- (a) Performance Slots (if any);
  - (b) **1** through a Wild Card granted by the WT Masters host;
  - (c) **Maximum 12** from Challengers selected by FIBA; several teams of each specific Challenger are qualifying to a designated WT Masters based on the standings of said Challenger and taking into account the following exceptions:
    - i. If a team was amongst the qualified ranked team but was already previously qualified to the designed WT Masters, then the next in the Challenger's standings is qualified instead.
    - ii. Each qualified team from the same Challenger shall be associated with a different nationality. Thus a team fulfilling the standings criteria to qualify for the WT Masters will not be qualified if a better classified team in the Challenger is associated with the same nationality (For the purpose of this article, apart from the team's country, a team will be considered to be from additional country(ies), for every 2 players or more of the Extended Roster that are from the same country). In such a case, the next best classified time that does have a conflicting nationality shall qualify instead.
  - (d) Replacement Slots and/or Stand-by Slots;
  - (e) Wild Card(s), insofar applicable, granted by Pro Event's host;
  - (f) **Any remaining slots will be reserved to Super Leagues, Super Quests, Quests, Wild Cards and Qualifying Draw(s);**
    - i. Qualification Draws will be primary allocated with the lowest ranked teams from those qualifying via the Quests, runner ups of Super Quest and Super Leagues.
    - 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 (only the 2 finalist), as well as Super Quests & Super Leagues-qualified teams that won the corresponding qualifier, will be preferentially assigned to the Main Draw.

- 4.3. 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.

4.4. The Hard-Seeded Teams will benefit from the following number of Performance Slots:

Season-End Team ranking	Number of WT Masters
1	4 WT Masters
2	3 WT Masters
3	3 WT Masters
4	3 WT Masters
5	3 WT Masters
6	2 WT Masters
7	2 WT Masters
8	2 WT Masters
9	2 WT Masters
10	2 WT Masters

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 forcefully allocate to WT Opener and WT Masters. However, FIBA will take into consideration, insofar possible, the preferences of the Hard-Seeded Team prioritizing the higher ranked.

Top 10 Validated Teams have to submit their ranked preferences by the deadline indicated in Appendix 2. 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.

4.5. 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-Seeded have been allocated.
- (b) The top ranked team of the prior's season will be allocated to the first available WT Masters after the Hard-Seeded and the winner of prior season's WT Final have been allocated.
- (c) The top team in the WT Standings before the WT Final of prior's season will be allocated to the first available (and not yet qualified to) WT Masters.
- (d) The winner and runner-up of the WT Opener will be allocated to the first available (and not yet qualified to) WT Masters.
- (e) 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 4 teams with the highest number of won games 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.
- (f) Performance Slots, if any, to any other WT Masters at FIBA's discretion following the spirit of this Handbook.
- (g) Derived from Nations League; but Hard-Seeded Teams are not entitled.

- 4.6. 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 ranked in top 30, [ignoring teams from the countries (applying the nationality criteria of 3.5) that have already 1 team allocated to the given WT Masters via Hard Seeded, Challengers or Replacement Slots] by applying in sequence the following criteria:
    - **Highest win ratio** (subject to being **50% or higher** in the Pro Circuit) at replacement time;
    - **Team Ranking** at replacement time (top to bottom).
  - (b) Second, if there are unallocated slots after completion of the process under (a) above, then the process will be repeated without the highest win ratio criteria and applying only the Team Ranking at replacement time (top to bottom).
  - (c) Third, if there are unallocated slots after completion of the process under (b) above, then the process will be repeated without country restrictions.
  - (d) Unallocated slots after completion of the process in (c) 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 WT Masters.
- 4.7. The qualifier allocation to WT 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.
- 4.8. 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.

## 5. Travel to Pro Events

- 5.1. Teams that are qualified in a Pro Event
- (a) via the Automated Allocation process
  - (b) as a Hard-Seeded Team
  - (c) via a Challenger
  - (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 table in Annex 2 (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). See Annex 2.

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

## 6. Qualification to a Pro Event

- 6.1. 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).
- 6.2. 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.

- 6.3. Teams (including Team Manager) qualifying to a Pro Event have to be identified within the foreseen timeline at 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.
- 6.4. Only Validated Teams are allowed to register and participate in a Pro Event. Pro Events hosts cannot accept teams which are not Validated Teams without 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.
- 6.5. In principle, except if otherwise regulated, qualified teams (from Pro Qualifiers or Challengers), 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 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 the slot at its discretion. If the team does not decline participation within the given timeline, its participation is considered confirmed.
- 6.6. 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.
- 6.7. The best-ranked teams in the WT Standings after the last WT Masters are qualified to the WT Final.
- 6.8. 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.
- 6.9. 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 and that have pre-paid the corresponding fee by Team Ranking (bottom to top) ("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 and that have pre-paid the corresponding fee by Team Ranking (bottom to top) ("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.

## 7. Team Rosters and Eligibility

- 7.1. All Validated Teams have to follow the rules mentioned or referred to in this Handbook including the provisions of this article.
- 7.2. 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.
- 7.3. 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, whereas in case of a Super League those 2 players have each to have scored at least 2,0 points in average (using the total number of games played by team as numerator in Super League).
- 7.4. Furthermore, the Extended Roster of an On-going Teams has the additional requirements:
  - (a) in case of a Patron-based Team: the top 2 On-going Players at the corresponding validation deadline Appendix 2 have to continuously belong to the Extended Roster until the team has played 9 Pro Events.
  - (b) in case of a Player-based Team: the top On-going 4 players at the corresponding validation deadline Appendix 2 have to continuously belong to the Extended Roster until the team has played 9 Pro Events.
- 7.5. Notwithstanding the above, a Validated Team can change up to 2 players from the Extended Roster during the Season (see Appendix 5) by paying the fee mentioned in Annex 1 (the administrative process of change of player can take up to 10 working days); subject to the following conditions and exceptions:
  - (a) The top 2 On-going Players of an Hard-Seeded Team at validation deadline for Hard-Seeded Teams (Appendix 2) cannot be changed.
  - (b) The Confirmed Players allowing a team to benefit from Nations League derived Performance Slots cannot be changed.
  - (c) Any restriction related to 1.8 and 7.4.
- 7.6. All Players added to the Extended Roster via 7.5 are only eligible to play in the WT Final, if they have played at least 1 Pro Event during the Season.
- 7.7. No Confirmed Player can be or have been on the Extended Roster for two different Validated Teams in Pro Events during the same Season.
- 7.8. 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.

## 8. Pool Seeding

- 8.1. Teams are seeded based on Team Ranking for Validated Team and placed in pools based on their seeding number in principle by the Monday before the Pro Event, if not later than 4 working days, at 1600 UTC prior to the respective Pro Event. Otherwise, as well as for WT Opener and WT Final, seeding is done 2 Wednesdays before.
- 8.2. 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.
- 8.3. All team seeding numbers will be recalculated when all teams are definitely known, however the pool composition and pool order will remain unchanged.
- 8.4. Special pool seeding rule in case of back-to-back World Tour Masters (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.

## 9. Team Name Rules

- 9.1. Team Names are subject to the below rules. FIBA may disallow the use of a name that does not comply with the below rules or 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).
- 9.2. 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.

- 9.3. 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) If the patron is a Federation, then the country determined by the team name has to correspond to the IOC code of the Federation.
  - (c) On-going Teams as well as team with an Extended Roster comprised 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 9.4 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. Patron-based Teams will have an initial pre-emption option, albeit not right, on the Team Name, subject to FIBA's final approval and sole discretion.
  - (d) 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)
    - ii. Use of historical city name (e.g. Lutecia instead of Paris)
  - (e) 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.
  - (f) 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.
  - (g) Controversial names, or names that in FIBA's opinion can create controversy, are forbidden (e.g. Malvinas).
  - (h) 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.
  - (i) Abbreviations are allowed only if they are generally accepted and represent geographical location (e.g. NY Queens)
  - (j) The Team Name shall be in English unless otherwise approved by FIBA in its sole discretion.
- 9.4. 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, but not within the same 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 as well as comply with Article 1-60 of the FIBA Internal Regulations. 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). The provisions of article 9.1 above apply also to commercial suffixes.

## 10. Prize Money

- 10.1. In principle, prize money earned at Pro Events, Super Leagues 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.

- 10.2. 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.
- 10.3. 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.

## 11. Standings Due to Force Majeure

- 11.1. 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).

## 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 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.
- 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 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.
- 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 the violation was committed before the fined player joining the team.

## 13. Commercial Signage at Pro Events

- 13.1. FIBA will provide mandatory and complimentary standardized Uniforms (jersey and short) to teams participating in Pro Events ("**Uniforms**"). Its use in other events than Pro Events is expressly not allowed and will be fined (Annex 1).

- 13.2. The provisions of the FIBA Participant Entry Form for 3x3 Official Competitions, which include the Pro Events, apply to temporary and permanent tattoos (jointly “Tattoos”) and to commercial signage on Uniforms’ jerseys and shorts (jointly “Marks”) and on garment.
- 13.3. Team advertising at Pro Events in the form of Tattoos, garments and Marks of commercial nature (jointly “Commercial Signage”) is allowed subject to the provisions of the FIBA Participant Entry Form and this Article.
- (a) Marks are not allowed in the categories of athletic apparel, sports footwear, timekeeper, energy drinks, alcohol, online casino, sports equipment and basketballs. FIBA reserves the right to add additional restricted categories before 30 September for the following Season, but prior sponsorship agreements of teams will be respected for a maximum length of 2 new additional seasons. Marks in the betting and lottery categories are subject to FIBA’s prior approval and the payment of a standard FIBA fee as per Annex 1).
  - (b) Commercial Signage has to abide by each event’s host country regulations. It is each team’s responsibility to ensure compliance with local laws.
  - (c) 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 5 of the FIBA Internal Regulations, see also in particular article 1-60). This applies, without limitation, to any reference to pornography, weapons, tobacco, unauthorised betting company or hard liquor.
- 13.4. 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 Uniforms will have to be substituted by Uniforms without branding, insofar possible; a replacement cost as foreseen in Annex 1 will be raised.
- 13.5. In principle, any income generated from Commercial Signage (after deducting any standard FIBA fee per Annex 1 for Marks), where allowed under the applicable rules, is retained by the team.
- 13.6. 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.
- 13.7. The restrictions regarding Commercial Signage on garment apply mutatis mutandis to the Commercial Signage on arms.
- 13.8. Marks are subject to the following restrictions:
- (a) All players of the same team have to wear Uniforms with identical Marks, if any.
  - (b) Once a team uses a given Mark on short or jersey, that team may not use a different Mark on such short or jersey within the same Season.
  - (c) Marks have to strictly follow the FIBA branding guidelines published on [fiba3x3.com](http://fiba3x3.com), have to be limited to the reserved space on the shorts’ right leg and jerseys’ upper right and have to be black or white.
  - (d) FIBA’s prior approval is required and may be withheld at FIBA’s discretion.

- 13.9. 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.
- 13.10. If in doubt, players are advised to seek FIBA's approval of any Tattoo, Marks and/or garments they wish to display.
- 13.11. FIBA retains right to enact special provisions to incrementally allow commercial signage on Uniforms during the season.

## 14. Ancillary Gear

- 14.1. Ancillary Gear has to follow the branding guidelines published on [fiba3x3.com](http://fiba3x3.com).
- 14.2. A rigorous "black is black" policy is applied to Ancillary Gear at all Pro Events; any ancillary gear (such as but not limited to socks, headbands, arm-sleeves, armbands, legbands, kneepads, pads and bands of any kind, undergarment, compression layers) other than for medical reasons has to be black.
- 14.3. Without prejudice of article 13, Ancillary Gear worn by players at a given Pro Event cannot display any commercial signage, except if considered garment and approved in advanced by FIBA.

## 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 Participant Entry Form and upload any required document such as passports before their first participation in a Pro 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](http://fiba3x3.com) and updated from time to time by FIBA.
- 15.5. FIBA strongly recommends players and other participants in Pro Events to be vaccinated against COVID-19.

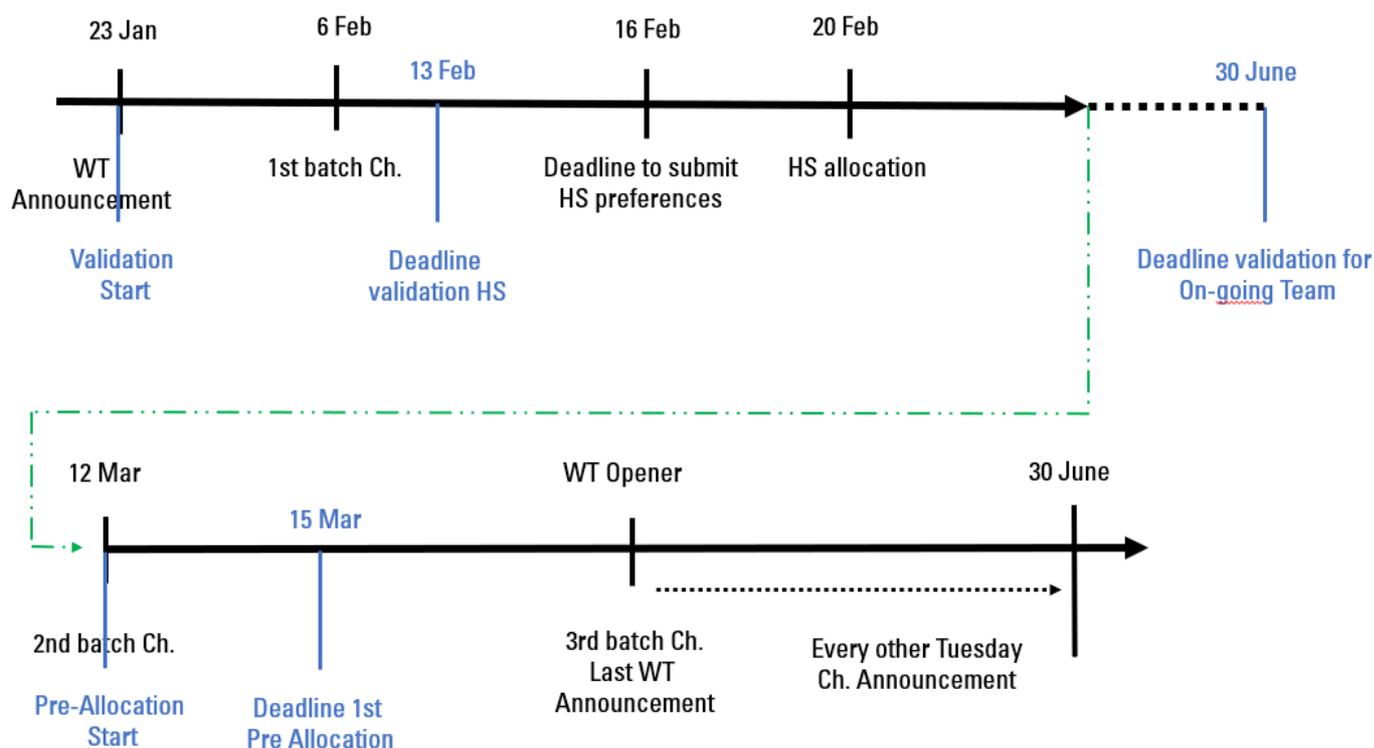
**END.**

# Appendix 1

(applicable clause in bracket)	Patron-based			Player-based
	Federation ("NF")	Partner	Club/ Other	
<b>Patron fee</b> (Annex 2)	No		Yes	n.a.
<b>On-going Team</b> (1.7)	Top 2 On-going Players to continue until team has played 9 Pro Events			Top 4 On-going Players to continue until team has played 9 Pro Events
<b>Prior season performance perks</b> (1.7)	Subject to On-going Team: Patron to benefit, irrespectively of players transfers			Subject to On-going Team: players continuity is key
<b>Player nationality</b> (1.8)	Min. 4 from NF nationality	Only 2 players of a non-dominant nationality can be added (at season-start & during season)		No restriction
<b>Team validation</b> (2.3)	Regular process and players to acknowledge patron during confirmation			Regular process
<b>Team name</b> (9.3)	Owned by patron			2 players from last season and in case of conflict, higher ranked keeps the name
<b>Team nationality</b> (9.3)	= NF	Free	= Club / Free	Free
<b>Team manager</b> (Definitions)	Patron names a manager in letter requesting status			Accepted during validation process by all players. Can be replaced by player's unanimity
<b>Player replacement</b> (n.a)	Patron's sole discretion			Requested by team manager, if replaced player declines, then majority of remaining players required

# Appendix 2

Graph showing team validation timeline and other key deadlines:



Ch. means Challenger  
 HS means Hard-Seeded

Reminders:

- Whilst FIBA may display team from the previous season teams on its website, only Validated Teams will be considered in new season for the matters of this Handbook
- On-going Team status is provided during the validation process, not a posteriori
- Teams can be validated anytime during the season, but to become a Hard-Seeded Team has to be finalized by 13 February whilst to request Pre-Allocation the validation deadline is 12 March
- Team interested in On-going Team status have to finalize validation before 30 June

# Appendix 3

Example of changes in Extended Roster of an On-going Team from prior year to current year.

- Letter represents a specific player
- Color represents a given country

## Patron-based Team (examples for non-Federation Patron-based Teams)

• Season Roster: Prior year no dominant nationality

A B C D E

---

• Roster in current year

- Needs to keep 2 players from prior year
- Can only add 2 new player per nationality

A D F G H ✓

---

A B D F G H ✗ No dominant nationality, and more than 2 new players from same nationality

---

D F G H ✗ Less than 2 players from last year

• Season Roster: prior year has a dominant nationality

A B C D E

---

• Roster in current year

- Needs to keep 2 players from prior year
- No restriction in adding players from dominant nationality, otherwise can only add 2 player per nationality

A E F G H ✓

---

A E F G H ✓

---

E F G H ✗ Less than 2 players from last year

## Player-based Team

• Season Roster with players from last year

A B C D E

---

• Roster in current year

- Needs to keep 4 players from prior year
- No nationality restrictions

A B C E F G H ✓

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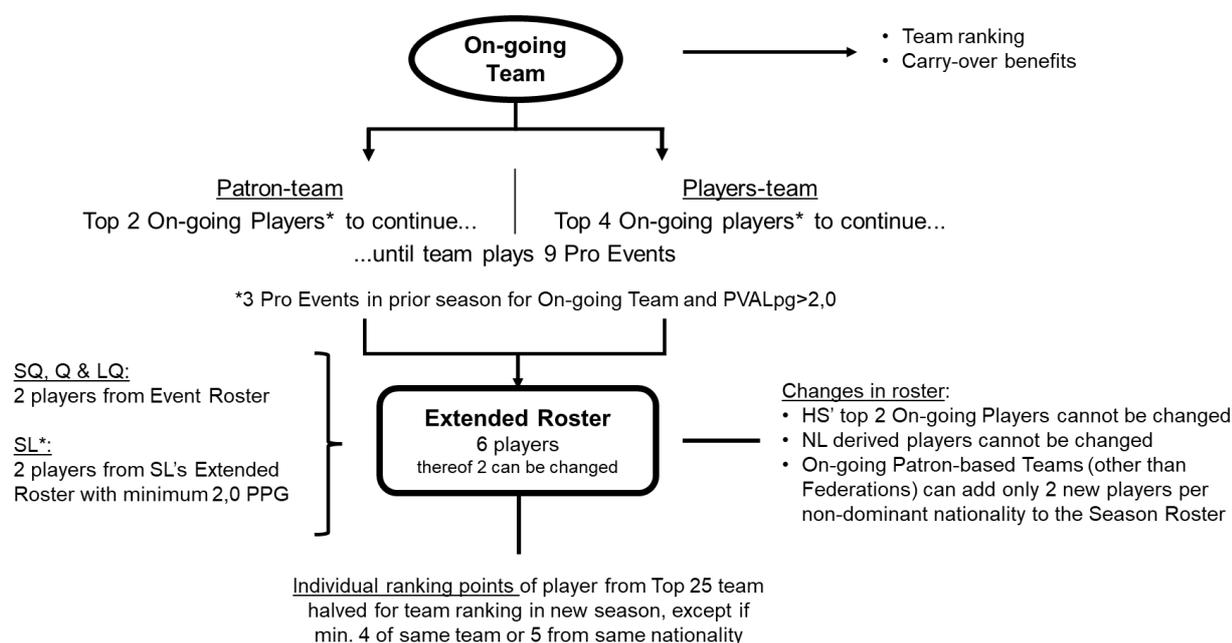
A E F G H ✗ Less than 4 players from last year

# Appendix 4

Overview of requirements for On-going Team & Extended Roster, Team Ranking and inter-season changes in roster.

Abbreviations in graph:

- SQ: Super Quest
- Q: Quest
- LQ: Lite Quest
- SL: Super League
- HS: Hard-Seeded
- NL: Nations League

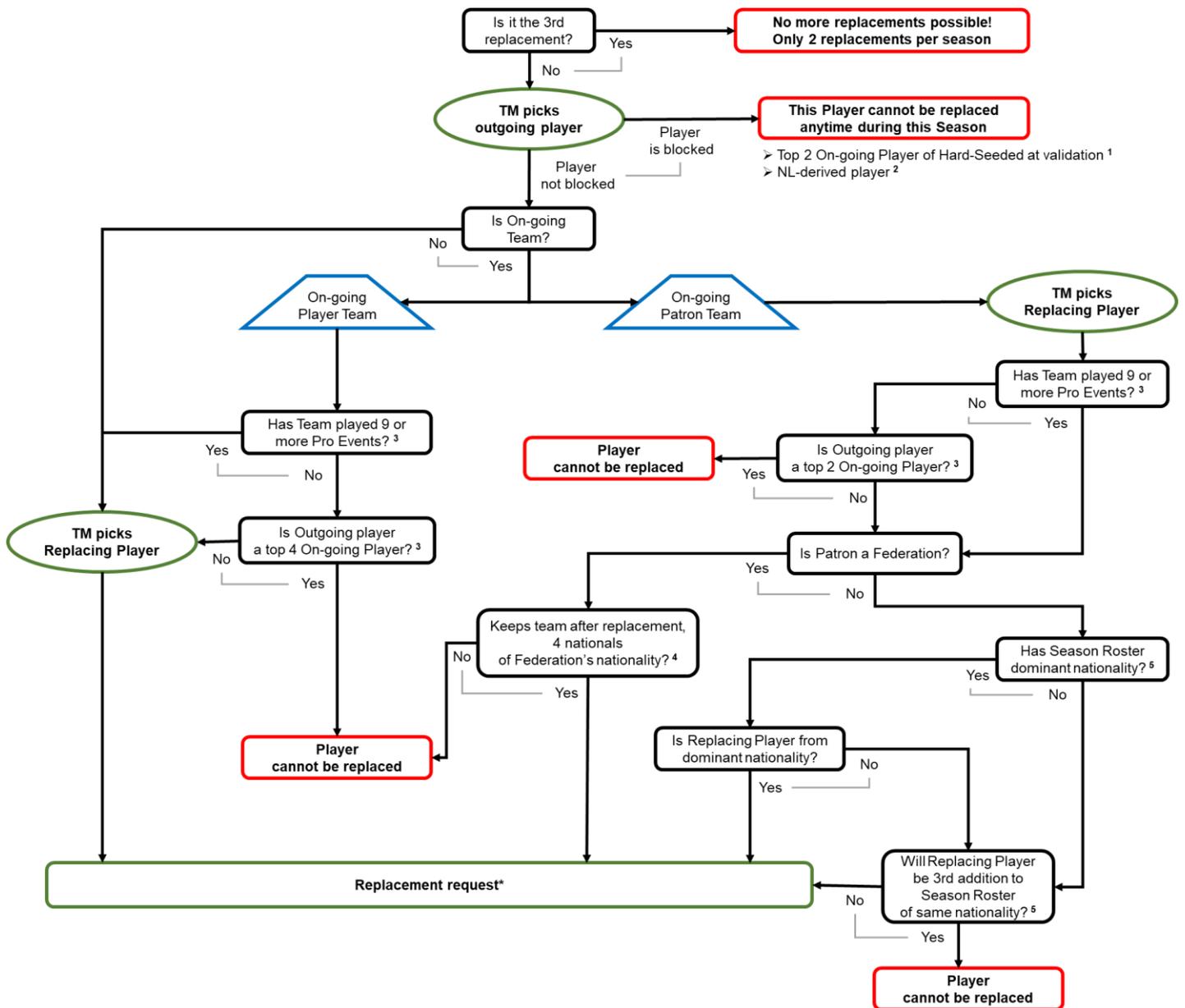


\* Once the SL is finished and before all slots (to the respective WT and Challengers) of the SL are awarded, SL-teams will be checked that at least 2 of its players minimum 2,0 PPG (considering all games played by the SL team) will be part of the Validated Team (i.e. Extended Roster) playing the Pro Circuit in the Season. For the avoidance of doubt, if an SL-team earns more than 1 slot in a Pro Event, all those slots have to be assigned to the same Validated Team.

# Appendix 5

Overview on replacement, insofar allowed, of a Confirmed Player (7.5).

- Abbreviations in / explanations to graph:
  - TM: team manager
  - NL: Nations League
  - Out-going player: Confirmed Player being replaced by the Replacing Player



**Superscript numbers:**

1. Article 7.5(a)
2. Article 7.5(b)
3. Article 7.4
4. Article 1.8(a)
5. Article 1.8(b)

\* Replacement request subject to payment of administrative fee.