2022 (Men's) Pro Circuit Handbook Quick Guide

1. FIBA 3x3 Pro Circuit

1.1. Introduction

The Pro Circuit, https://worldtour.fiba3x3.com, consists of a series of Pro Events:
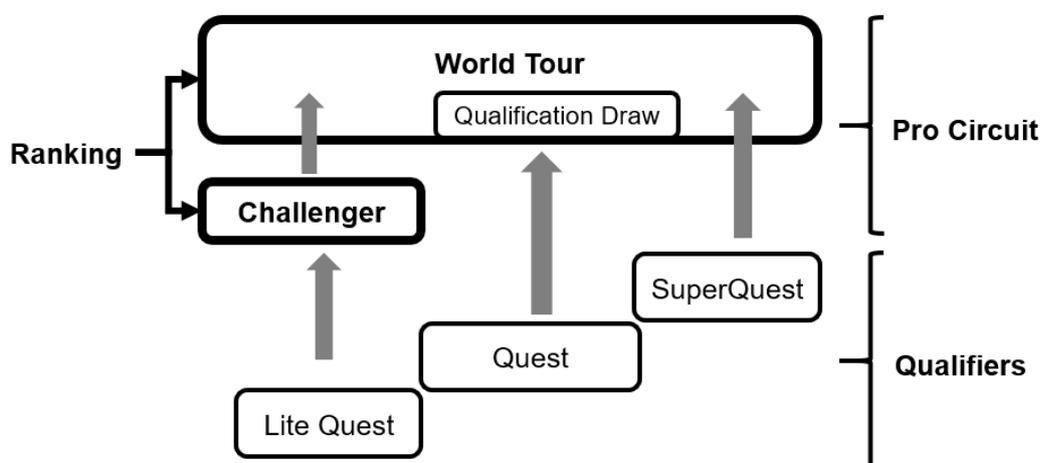
- several **Challengers**,
- a **WT Opener**,
- several **WT Masters**,
- a **WT Final**.

Teams qualify to the Pro Events mainly via ranking (including performance) and a network of underlying qualifiers.

Only Validated Teams and Soft-Validated Teams can play in Pro Events.

The path to the Pro Event is based on the following competition network:

The standard competition format of a Pro Event is always 12 teams in a Main Draw played over 2 days with 0-2 Qualification Draws.

1.2. Challengers

The standard allocation of teams in a Challenger follows the below structure:

Main Draw	1	Host Wildcard			
	2	Host Wildcard			
	3	Automated Allocation	Qualifying Draw A	11	Lite Quest
	4	Automated Allocation		12	Lite Quest
	5	Automated Allocation		13	Lite Quest
	6	Automated Allocation			
	7	Automated Allocation	Qualifying Draw B	14	Lite Quest
	8	Automated Allocation/ Performance Slot		15	Lite Quest
	9	Automated Allocation/ Performance Slot		16	Lite Quest
	10	Highest ranked Lite Quest			
	-	*Qualifying Draw A winner*			
	-	*Qualifying Draw B winner*			

Each Challenger will have a different breakdown by type of slot; such breakdown being at FIBA's discretion.

Automatic allocation is based on teams' pre-registration and is regulated by the number of automated slots of each validated team and their ranking following article 4.5 of the Handbook. Only validated teams can pre-register for Automated Allocation; the automated allocated slots are awarded 5 Wednesdays before the respective Challenger.

1.3. World Tour

The standard allocation of teams in a WT Masters follows the below structure:

Main Draw	1	Host Wildcard			
	2	Performance Slot *(if any)*			
	3	Performance Slot *(if any)*			
	4	Challenger			
	5	Challenger	Qualifying Draw	12	Quest
	6	Challenger		13	Quest
	7	Challenger		14	Quest
	8	Challenger			
	9	Challenger			
	10	SuperQuest or Quest			
	11	SuperQuest or Quest			
	-	*Qualifying Draw winner*			

Each WT Masters will have a different breakdown by type of slot, such breakdown being at FIBA's discretion. WT Opener will have a specific qualification system, whilst qualification to the WT Final will be based on WT standings.

Variations like a WT Masters featuring 2 Qualifying Draws are possible, in this case, only 10 teams will be qualified directly to the Main Draw.

1.4. Performance slots

Performance slots are offered by FIBA based on objective performance criteria of a team in the previous or current season. Examples of those criteria:

- Winner of prior season's WT Final
- Ranking such as the top 8 ranked teams at the beginning of the season (so called Hard Seeds).
- The 2 teams with the highest win ratio in the Pro Circuit to the last WT Masters before the WT Final (see article 5.5).
- Derived from U23 Nations League (see article 8.8 a).

2. <u>Teams</u>

2.1. Validated and Soft-Validated Teams

	Validated team	Soft-Validated team
Team name	**City name in Latin Letters** + *Commercial suffix* e.g. Paris *Danone*	
Condition	A team can be validated if: • Ranked Top 30 with tentative roster • Qualified to a Pro Event • Registered to a Pro Event	A team can be a Soft-Validated if: • Qualified to a Challenger from a Lite Quest • Registered to a Challenger ... and is not yet validated.
Process	Team go through the **validation process** on teams.fiba3x3.com the **Validated Team Management** platform.	Team provides a roster of **4 players**, **the team's name**, **commercial suffix** and **contact details** to **FIBA**.
Roster	**Extended roster of up to 6 players for the entire season** thereof at least 2 players have to have played in underlying qualifier (if applicable).	**4 players for the specific event** thereof at least 2 players have to have played in underlying qualifier (if applicable).
Duration	Season	Event
Changes	Event Roster: Allowed until the technical meeting of the event if approved by the regulations. Extended Roster: Exceptionally per articles 2.3, 2.6 & 2.7	Allowed untill the technical meeting if approved by the regulation/protocol.

2.2. Travel to Men´s Pro Event

Validated teams that are qualified via Automated Allocation, Hard Seeds, Challenger, Super Quest or to WT Final will receive a travel allowance from FIBA calculated based on their country and the location of the Pro Event:

Travel	Allowance 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
Exception between Europe and MENA	$2'000

2.3. Qualification to a Pro Events

Teams and players are allowed to qualify to any of the Pro Events, however players are bound to the Extended Roster restriction mentioned in the Pro Circuit Handbook (Art 7).

To register and participate in a Pro Event, teams must become a soft-validated or validated team (as appropriate) -if not done yet- and confirm their participation to the qualified event according to FIBA´s regulations.

Once a team has confirmed participation to a Pro Event, participation is mandatory. Cancellation after confirmation will result in sanctions, as defined in Annex 1, except for force majeure proven to FIBA´s comfortable satisfaction.

2.4. Team Roster and Eligibility

Event Roster shall be formed by 4 players who are available and eligible to play. Teams with 3 or less players are ineligible to play, exceptions may be granted in case of force majeure proven to FIBA's comfortable satisfaction.

Teams participating in qualifiers to Pro Events must ensure that their team composition would allow them to participate in the Pro Event for which they have the chance to qualify in the given qualifier.

No player can play for two different Validated Teams in in the same Season.

2.5. Pool Seeding

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.

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.

2.6. Prize Money

Prize money earned at Pro Events and Super Quests will be paid directly by FIBA via bank transfer and after applicable deductions (e.g. fines or local taxes), if any, to the account that the team set during the validation process. Teams are responsible for paying the relevant taxes and other charges, if any, on all amounts received from FIBA.

The prize money per event can be found in Annex 2, that will be published before the first WT Masters of the season.

2.7. Sanctions

In case of violations of the administrative provisions of the Pro Circuit Handbook, FIBA may at its discretion, either open disciplinary proceedings and seek appropriate punishment or automatically apply the scale of applicable Pro Circuit sanctions listed in Annex 1.

3. Other

Team's own commercial signage at WT events (temporary tattoos, logo on garments and short) are allowed under FIBA´s regulation explained in article 14 of the Pro Circuit Handbook.

Players and team managers are required to download the **FIBA 3x3 Pro App** available on Google Play Store and/or App Store.

In order to participate in a Pro Event, players and any other participants in FIBA are required to present, pursuant to the applicable protocols referred to in section 16.3 above, evidence of being fully vaccinated against **COVID-19** for at least 14 days before the event departure day to the given Pro Event with a vaccine either approved by the Swiss authorities or a vaccine approved in at least 50 countries, whereas such approval must have been granted at least six Tuesday's before the event. Exceptions to precedent are (a) vaccines approved in host country are also acceptable for the given event and (b) host country's authorities make certain vaccines mandatory or have certain vaccination rules.

Note: In case of discrepancy between this Quick Guide and the Pro Circuit Handbook, then latter prevails.

END.