

2023 WS Handbook Quick Guide

1. Introduction to FIBA 3x3 Women's Series ("WS")

A FIBA 3x3 Official Competition for women's 3x3 professional teams played as a series of WS stops and a WS Final, the winner of WS Final being the winner of WS. Teams qualify to the WS Final based on WS standings after the last WS stop before the Final, including 1 slot for the host of the WS Final.

There are 2 kind of teams that can register to the WS: **Federation Teams** and **Commercial Teams**; those teams pre-register to each WS stop (at their own discretion).

Each WS event will be 2 days long and consists in principle of a main draw of 12 teams, selected within the pre-registered teams with an automated process (as described below). WS stops may have a slot for a WS qualifier.

Teams qualifying via a WS qualifier or wild cards may not be registered to the WS Season and are considered Guest Teams. For avoidance of doubt, Guest Teams cannot pre-register to WS stops but can reconvert into Federation Team or Commercial Team; however, there can be only 1 team per Federation or per Commercial Brand.

2. Teams

	Federation Team	Commercial Team
Team name	Country name in English + "Commercial suffix" e.g. Spain <i>Toyota</i> ESP	Brand name e.g. Microsoft GER
Season roster size	Unlimited, only nationals	up to 6, option to change up to 2, no nationality restrictions
Uniform	Teams bring own uniform, same for all season with light & dark version	
Season fee	USD 10.000	TBD
Event fee (only pre-registered)	USD 1.500 (each event)	
Travel	Team pay own travel, except WS Final that is paid by FIBA	
Accommodation	FIBA pays accommodation & local transport	
Branding	n.a.	Branding rights (A-board, communal)
Other	n.a.	Right to organize a WS Qualifier

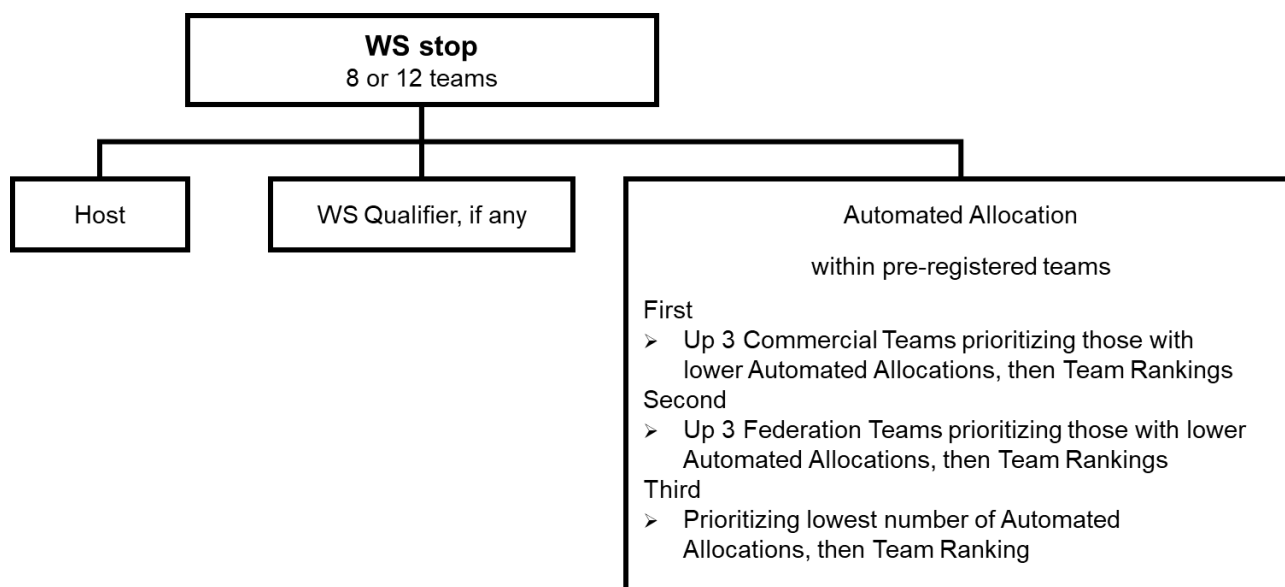
Players have to turn at least 19 years old in calendar year of WS season and can only play for one team during the season; a player is considered confirmed once she plays for a team and cannot change teams anymore.

Players from Federation Teams have to have played at least in one WS Stop to be eligible for the WS Final.

Teams to pre-pay Event Fee in batches of 4 to simplify administrative tasks, unused Event Fees will be returned.

3. Allocation of pre-registered team to a WS stop

Allocation is done 5 Wednesdays before the respective WS Stop, at 1000 UTC within the pre-registered team. The allocation of teams in a WS stop follows the below process.



4. Seeding

Teams are seeded based on the Team Ranking and placed in pools based on their seeding number in principle by the Monday before the WS Event Stop at 1700 UTC, but in any event no later than 4 working days prior to the respective WS Stop.

5. Uniforms

Both sets of uniforms (light and dark) have to be identical: they can only differ in colour and shall bear the same markings. The same set of jersey has to be used throughout the entire WS Season and it will require FIBA's approval that will not be unreasonably withheld.



Advertising on playing uniforms must be identical for all players of a team. If Federation Teams have logos of sponsors on the jersey, the most prominent one has to be the related to the commercial suffix.

Jerseys require a clearly visible player's number: minimum height respectively are 5 cm on the front and 20 cm on the back of playing shirt.

Players may not change their jersey number during the WS Season, irrespective of dark or light jersey. Players must wear the same jersey number during the whole season. Team name must appear on the front of playing shirt, the player name must appear on the back.

The FIBA 3x3 "infinity" logo (see FIBA 3x3 Branding Guidelines) may not be displayed on jerseys except if the team wears apparel of FIBA's Global Partner or merchandising partner. In any case, the FIBA 3x3 Branding Guidelines have to be followed.

6. Other

A "black is black" policy is applied to Ancillary Gear of Commercial Teams.

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

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

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