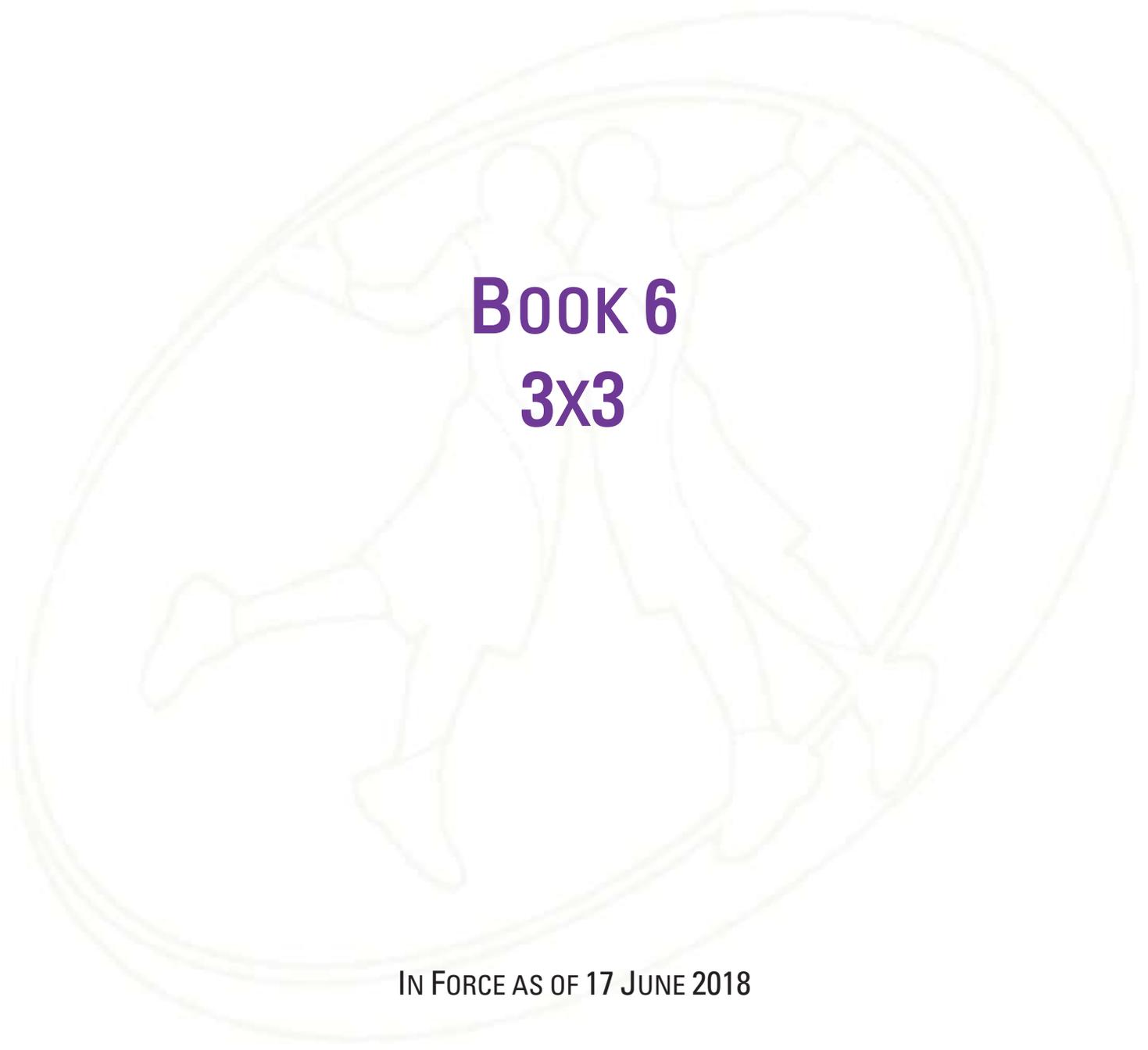




FIBA INTERNAL REGULATIONS

A large, faint, light-colored illustration of a basketball court is centered on the page. It shows two players in action, one appearing to be in a defensive stance while the other is in a more offensive or jumping position. The court lines, including the three-point arc and the key, are visible but very light.

BOOK 6 3X3

IN FORCE AS OF 17 JUNE 2018



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CHAPTER 1: GENERAL PRINCIPLES

DEFINITIONS

1. The following definitions apply to the present Book of the Internal Regulations:

- 3x3** means a one-hoop-only basketball discipline played by three (3) players (and one (1) substitute) on each team. Any reference to 3x3 in the Internal Regulations shall include any basketball variation played on one-hoop only.
- FIBA 3x3 Competitions** means a FIBA-steered hierarchised network of 3x3 competitions comprised of
- the FIBA 3x3 National Team Competitions
 - the FIBA 3x3 Pro Circuit
 - the FIBA endorsed 3x3 events
- (see Diagram 1).
- FIBA 3x3 National Team Competitions** means any and all 3x3 national team competitions organised or recognised by FIBA, categorised as follows:
- FIBA 3x3 Official National Team Competitions
 - FIBA 3x3 Recognised National Team Competitions
- FIBA 3x3 Pro Circuit** means, collectively or individually, the
- FIBA 3x3 World Tour
 - FIBA 3x3 Challengers
- FIBA endorsed 3x3 events** means any 3x3 competition which has accepted and complies with the FIBA 3x3 endorsement terms for FIBA endorsed 3x3 events listed at play.fiba3x3.com and uses the FIBA 3x3 Digital Platform to run and manage the competition.
- FIBA 3x3 Official Competitions** means the FIBA 3x3 Official National Team Competitions and the FIBA 3x3 Pro Circuit.
- FIBA 3x3 Official National Team Competitions** means the following FIBA 3x3 National Team competitions, regardless of the age category:
- Olympic Games,
 - Youth Olympic Games,
 - FIBA 3x3 World Cups,
 - FIBA 3x3 Zone Cups,
 - FIBA 3x3 U23 Nations League
 - Qualifiers to FIBA 3x3 Official National Team Competitions



FIBA 3x3 Recognised National Team Competitions

means National Team Competitions recognised by FIBA, which are not FIBA 3x3 Official National Team Competitions.

FIBA 3x3 World Tour (“WT”)

means a FIBA 3x3 Official Competition consisting of a series of WT Masters and one WT Final with prize money, structured on the basis of FIBA’s requirements, and played by teams of professional players representing a city.

FIBA 3x3 Challenger (“Challenger”)

means a FIBA 3x3 Official Competition which is a premium WT Qualifier comprised of one stand-alone, international tournament with prize money, structured on the basis of FIBA’s requirements, and played by teams of professional players representing a city.

FIBA 3x3 Individual World Ranking

shall have the meaning provided under article 6-111.

FIBA 3x3 Federation Ranking

shall have the meaning provided under article 6-113.

play.fiba3x3.com

is the official FIBA 3x3 repository for all FIBA 3x3 Competitions and player data.

FIBA 3x3 Profile

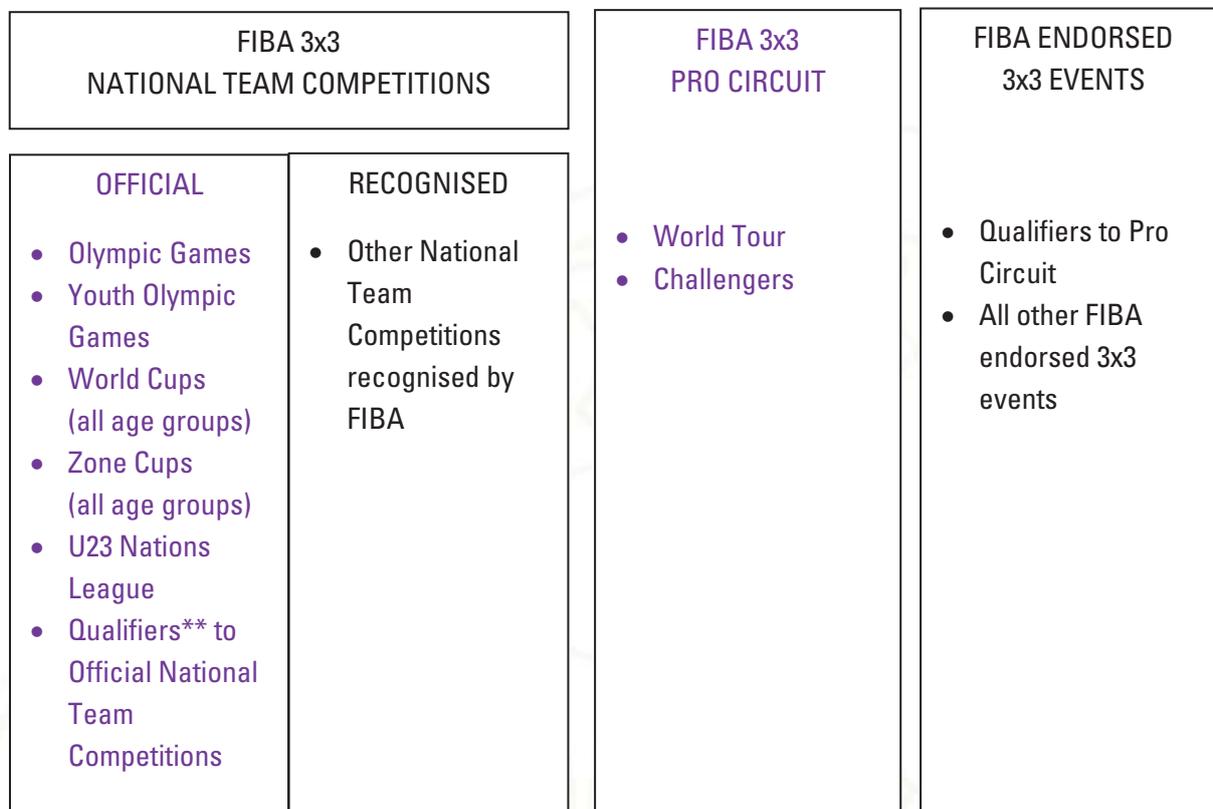
is the unique global player account for FIBA 3x3.

FIBA 3x3 Digital Platform

means all FIBA 3x3 digital applications (e.g. EventMaker), services, web sites, apps, and data interfaces created for the purpose of globally managing 3x3 competitions and player data, related data capturing, processing, public presentation (e.g. event web sites) and distribution to FIBA stakeholders and partners.

Diagram 1:

FIBA 3x3 COMPETITIONS NETWORK*



*FIBA 3x3 Official Competitions are marked in purple colour

**May be either qualification draws or qualification tournaments

SCOPE OF THE REGULATIONS

2. The present Book of the Internal Regulations applies to all FIBA 3x3 Official Competitions.
3. The present Book of the Internal Regulations applies to FIBA Recognised National Team Competitions only to the extent so agreed between the organiser and FIBA.
4. The present Book of the Internal Regulations applies to FIBA endorsed 3x3 events only to the extent referenced to in the respective endorsement terms.

GOVERNANCE AND MAIN PRINCIPLES

5. FIBA has the authority to organise, sanction and control 3x3 basketball competitions worldwide.

6. FIBA is the sole owner of all media, digital, broadcasting, licensing, marketing, equipment and other rights into the FIBA 3x3 Official National Team Competitions (with the exception of the Olympic Games and Youth Olympic Games) and the FIBA 3x3 Pro Circuit. FIBA directly regulates said competitions and qualifiers thereto.
7. FIBA provides to FIBA endorsed 3x3 events a basic regulatory framework and services.
8. FIBA establishes the official 3x3 Rules of the Game, which are mandatory for all FIBA 3x3 Competitions. Use of FIBA-approved 3x3 balls is mandatory for all FIBA 3x3 Competitions. FIBA may enact special provisions for FIBA 3x3 Official National Team Competitions.
9. Books 1 to 5 of these Internal Regulations shall apply to the FIBA 3x3 Official Competitions, unless otherwise provided herein or unless special provisions are enacted for the same matter herein.
10. FIBA and its divisions, including national member federations, shall not recognise or support 3x3 events that are not part of the FIBA 3x3 Competitions Network.
11. FIBA and its divisions, including national member federations, shall recognise and support all FIBA 3x3 Competitions organised by national member federations or promoters appointed or endorsed by FIBA, whether taking place in their territory or not. Non-observance of this provision may lead to sanctions.
12. Any player, irrespective of nationality, age, gender, height or skills, may participate in FIBA endorsed 3x3 events. Players are free to form teams and to participate in FIBA 3x3 Competitions without restrictions other than those set forth in the regulatory framework and endorsement terms of FIBA.
13. The FIBA 3x3 Competition logos and other FIBA 3x3 marks, including without limitation the FIBA 3x3 Infinity logo (see Diagram 2) are registered trademarks exclusively owned by FIBA. Their use is subject to FIBA's prior written approval and to guidelines issued by FIBA.

Diagram 2:

The FIBA 3x3 Infinity logo





14. FIBA endorsed 3x3 events are granted the right to use a designation in the form of an endorsement stamp indicating their endorsement by FIBA and their association with the FIBA 3x3 Competition Network. FIBA will issue specific rules on the use of such endorsement stamp.
15. FIBA may enact special provisions for uniforms at FIBA 3x3 Official Competitions.
16. FIBA has a non-exclusive right to use all footage, pictures, media and other digital content from all FIBA 3x3 Recognised National Team Competitions and all FIBA endorsed 3x3 events, as well non-exclusive access to live feeds/stats/pictures for use on the FIBA 3x3 Digital Platform.
17. Insofar feasible for organisational reasons, teams shall have a minimum of two (2) and a maximum of four (4) games per day and teams shall have a minimum break in the length of one (1) game slot between two (2) games.
18. Nomination of referees in FIBA 3x3 Official National Team Competitions is an exclusive prerogative of the Secretary General. Only referees holding a FIBA 3x3 Referee licence shall be nominated to FIBA 3x3 Official National Team Competitions.

CHAPTER 2: FIBA 3x3 NATIONAL TEAM COMPETITIONS

GENERAL PRINCIPLES

19. FIBA 3x3 World Cups and FIBA 3x3 Zone Cups of all age categories and the FIBA 3x3 U23 Nations League are played, in principle, annually. FIBA may decide that no FIBA 3x3 World Cup shall take place in the same calendar year as the Olympic Games. This provision applies mutatis mutandis to the FIBA 3x3 U18 World Cup and the Youth Olympic Games.
20. FIBA 3x3 National Team Competitions are played simultaneously for men and women. Unless otherwise provided in the rules applicable to a specific competition (e.g. U23 Nations League) and to the individual contests,
 - a) Teams are comprised of four (4) players.
 - b) A national member federation may not be represented by more than one (1) male and one (1) female team.
 - c) Team delegations in FIBA 3x3 Official National Team Competitions are made up of a maximum of eight (8) persons per team. Consequently, each team is entitled to a maximum of eight (8) accreditations.
21. FIBA, acting through the Secretary General, is entitled to apply changes to the competition formats of the FIBA 3x3 National Team Competitions.
22. Medals (gold, silver, bronze) shall be awarded at FIBA 3x3 World and Zone Cups. Winners of Semi-Finals will play for the gold medal, the losers of the Semi-Finals will play for the bronze medal. All other teams, including those that played only the qualifiers (whether a qualification draw or tournament), will get ranked according to the 3x3 Official Rules of the Game. Medals shall be provided also for individual contests, if any.
23. FIBA will set up dedicated event websites for FIBA 3x3 World Cups and FIBA 3x3 Zone Cups. Unless otherwise authorised by FIBA, all information on these events will be published exclusively on the FIBA 3x3 Digital Platform.

ELIGIBILITY OF NATIONAL MEMBER FEDERATIONS IN FIBA 3x3 OFFICIAL NATIONAL TEAM COMPETITIONS

24. National member federations eligible to qualify to FIBA 3x3 Official National Team Competitions are those with
 - a) a minimum of three (3) events of FIBA 3x3 Competitions in their territory in the twelve (12) months prior to the applicable cut-off date (i.e. 1 November of the previous calendar year, unless otherwise determined by FIBA). Only competitions with a minimum category/division size of four (4) teams are considered for eligibility purposes; and
 - b) a valid 3x3 e-learning certification.



ELIGIBILITY AND NATIONAL STATUS OF PLAYERS IN FIBA 3x3 OFFICIAL NATIONAL TEAM COMPETITIONS

General

25. In order to play for the national team of a country in the senior (Open) category of a FIBA 3x3 Official National Team Competition, a player:
- a) Must hold the legal nationality of that country; and
 - b) Must present a passport of that country issued by the competent authorities before the 1 January of the calendar year prior to the relevant FIBA 3x3 Official National Team Competition (e.g. before 1 January 2017 for a competition in 2018); and
 - c) Subject to Special Cases below, may not have previously played for the national team (basketball or 3x3) of another country in an Official Competition of FIBA (see article 2-2 of these Internal Regulations).

FIBA may request any documents it deems appropriate in order to verify that the requirements of this article are met.

FIBA may waive the requirement of letter b of this article in case of players who have met this requirement at a previous FIBA 3x3 Official Competition or who had their national status confirmed by FIBA pursuant to articles 3-15 et seq. prior to the date mentioned in letter b of this article.

For the Olympic Games, other or further eligibility criteria will be established and communicated by circular letter of FIBA following IOC approval.

26. In order to play for the national team of a country in the underage categories (U18, U23 etc) of a FIBA 3x3 Official National Team Competition, a player:
- a) Must hold the legal nationality of that country before the 1 January of the calendar year prior to the relevant FIBA 3x3 Official National Team Competition (e.g. before 1 January 2017 for a competition in 2018); and
 - b) Must present a passport of that country issued by the competent authorities before the end of the registration period for the relevant FIBA 3x3 Official National Team Competition; and
 - c) Subject to Special Cases below, may not have previously played for the national team (basketball or 3x3) of another country in an Official Competition of FIBA (see article 2-2 of these Internal Regulations).

FIBA may request any documents it deems appropriate in order to verify that the requirements of this article are met.

FIBA may waive the requirement of letter a of this article in the case of players who have met this requirement at a previous FIBA 3x3 Official Competition or who had their national status confirmed by FIBA pursuant to articles 3-15 et seq. prior to the date mentioned in letter a of this article.

For the Youth Olympic Games, other or further eligibility criteria will be established and communicated by circular letter of FIBA following IOC approval.

Special Cases

27. The Secretary General may exceptionally and in his sole discretion authorise a player, who has played for a basketball national team in a FIBA National Team Competition (see article 2-3 of these Internal Regulations) or for a 3x3 national team in a FIBA 3x3 Official National Team Competition, to play for the national team of another country in FIBA 3x3 National Team Competitions if there are close links (sporting or otherwise) between the player and the country of the national team for which he wishes to play.

Before taking his decision, the Secretary General shall consult with both national member federations and the player involved.

Decisions by the Secretary General on special cases may be subject to the payment of an administrative fee of up to CHF 20,000.

A national team participating in a FIBA 3x3 Official National Team Competition may have only one (1) player authorised under this article.

Young Players

28. For the avoidance of doubt, a player who has transferred as a young player according to article 3-70 of these Internal Regulations (transfer linked to basketball) may not play until he has reached the age of eighteen (18) in a FIBA 3x3 Official National Team Competition for the national team of any country other than the country from which he transferred.

Special provisions for city states or dependent territories

29. To the extent that FIBA or its Regional Offices have enacted special eligibility provisions for players from city states or dependent territories, those provisions shall apply also to FIBA 3x3 Official National Team Competitions.

Age

30. Players must be at least sixteen (16) years old at the end of the calendar year during which the FIBA 3x3 National Team Competition takes place; however, in Open and U23 category, a minimum of two (2) players have to turn nineteen (19) or older during the same calendar year.
31. To calculate the age limit corresponding to the respective underage FIBA 3x3 Official National Team Competition, the following procedure is used: the age limit of the competition must be subtracted from the year in which the competition takes place with the understanding that this year begins on 1 January. As an example, the age limit for the FIBA 3x3 U18 World Cup taking place in 2019 shall be: 2019-18 = 2001. Any player born on 1 January 2001 or after this date (subject



to article 6-30 above regarding minimum age) will be entitled to participate in the FIBA 3x3 U18 World Cup.

Other Eligibility Criteria

32. Players must be registered in play.fiba3x3.com with a confirmed FIBA 3x3 Profile.
33. For FIBA 3x3 World Cups, two (2) of the players from the national team roster shall be within the country's top 10 ranked and eligible players in the applicable gender category of the FIBA 3x3 Individual World Ranking one (1) day (at 1200 UTC) before the start of player registration to the relevant competition and shall have a confirmed FIBA 3x3 Profile. This article applies as of 1 January 2019 for the FIBA 3x3 World Cup and the Olympic Games, as well as for qualifiers to these two competitions. For the avoidance of doubt, this article is not applicable to U18 and U23 category events.
34. For the avoidance of doubt, the provisions of Book 3 on the national status and eligibility of players apply to FIBA 3x3 Official National Team Competitions only if expressly referenced to in this Chapter.

REGISTRATION OF TEAMS IN FIBA 3x3 OFFICIAL NATIONAL TEAM COMPETITIONS

35. National member federations that wish to participate in FIBA 3x3 Official National Team Competitions other than the FIBA U23 Nations League, the FIBA 3x3 World Cups (see article 6-65 below) and the Olympic Games/Youth Olympic Games (as communicated by circular letter of FIBA following IOC approval), must confirm the registration of their team(s) on the FIBA 3x3 Digital Platform within thirty (30) days following FIBA's invitation to register, unless otherwise specified in the invitation. Upon expiry of the registration deadline, the registration of a team that
 - a) was confirmed by the national member federation becomes legally binding;
 - b) was not confirmed by the national member federation is deemed withdrawn and FIBA may elect a substitute team in its discretion.
36. National member federations that have confirmed the participation of their team(s) in a FIBA 3x3 Official National Team Competition and cancel their participation after the confirmation became legally binding or fail to appear at the opening of the given competition, will be sanctioned with a monetary fine of up to CHF 10,000. Additionally, a ban from participating in any FIBA 3x3 National Team Competition for a period of time not exceeding one (1) Olympic cycle may be imposed by the Secretary General.
37. Other or additional registration requirements may be enacted by FIBA in the special competition provisions of these Internal Regulations or in competition-specific documentation (e.g. handbook, manual).

REGISTRATION OF PLAYERS IN FIBA 3x3 OFFICIAL NATIONAL TEAM COMPETITIONS

38. Players must be registered by their national member federation in the FIBA 3x3 Digital Platform.
39. Player registration will open two (2) months prior to the event and will close one (1) month (or six (6) weeks in case that visa procedures require to bring the deadline forward, to be communicated in advance by FIBA), prior to the event (see Diagram 3).

Diagram 3:



FIBA may amend by circular letter to the national member federations the above registration deadlines.

40. National member federations must register four (4) players per team for each competition.
The FIBA 3x3 U23 Nations League allows for an extended roster of six (6) players, meaning that in a given FIBA 3x3 U23 Nations League tournament the team roster is made up of four (4) players, but up to six (6) different players can be called during the entire FIBA 3x3 U23 Nations League competition.

[Note: FIBA recommends national member federations to maintain a pool of at least ten (10) potential national team players].

National member federations are entitled to register an additional player who will participate in the Dunk Contest only, as per article 6-54 below.

41. Players must get registered with their height, weight, passport number and jersey number that they will wear at the event. For every player a passport scan in a format determined by FIBA from time to time (e.g. .JPG) must be uploaded in the FIBA 3x3 Digital Platform. ID cards are not accepted except if agreed in writing in advance by FIBA.

42. National member federations should nominate two (2) eligible potential substitutes until one (1) week prior to competition start. For the FIBA 3x3 World Cup and related qualifiers in the Open category, those substitutes shall be selected from within the country's top 10 ranked and eligible players in the applicable gender. After the lapse of this deadline, no other potential substitutes can be nominated.
43. National member federations may substitute until the technical meeting up to two (2) players of the team roster with any of the two (2) substitutes nominated in accordance with the process of article 6-42 above. After the closing of the technical meeting no more roster changes are possible.
44. National member federations that fail to register four (4) players per team prior to the closing of registration shall lose their participation right, may be replaced through a decision of FIBA by a substitute team and will be sanctioned with a monetary fine of up to CHF 10,000. Additionally, a ban from participating in any FIBA 3x3 National Team Competition for a period of time not exceeding one (1) Olympic cycle may be imposed by the Secretary General.

TECHNICAL MEETING

45. Unless otherwise decided by FIBA, the technical meeting will usually take place in the evening prior to competition start.
46. Every participating national member federation must be represented by at least one (1) English speaking team representative.
47. The team representative must bring the following to the technical meeting:
 - Passport of each participating player (ID cards are not accepted)
 - One (1) complete set of dark uniforms and one (1) complete set of light uniforms
 - Team roster with jersey numbers
 - Applicable FIBA 3x3 Player Entry Forms signed by all players or their legal guardian in the case of minors (Entry forms are optional for FIBA 3x3 Recognised National Team Competitions)
 - Registration forms for individual contests

POOL SEEDING

48. In all FIBA 3x3 National Team Competitions, teams are seeded into pools according to the rank of the national member federation in the respective category of the FIBA 3x3 Federation Ranking as of the first day of the month in which the pools are published, as per diagram 3. Special rules may be enacted for Olympic Games, Youth Olympic Games and Olympic Qualifying Tournaments.

Diagram 4:

Pool seeding methodology table

| Pool A | Pool B | Pool C | Pool D |
|--|---|---|---|
| Team 1 <i>(highest rank)</i> | Team 2 <i>(2nd highest rank)</i> | Team 3 <i>(3rd highest rank)</i> | Team 4 <i>(4th highest rank)</i> |
| ↓ | ← | | ↓ |
| | | | Team 5 <i>(5th highest rank)</i> |
| | | | ↓ |
| Team n <i>(lowest rank)</i> | ← | | ↓ |

INDIVIDUAL CONTESTS

49. The official individual contests are:

- Shoot-out Contest (mixed)
- Dunk Contest (men)
- Skills Contest (women)

The format of the individual contests is regulated as per the appendix 1 to this Book 6.

50. The Shoot-out Contest shall be held at FIBA 3x3 World and Zone Cups. The Dunk Contest and Skills Contest shall be held only at FIBA 3x3 World Cups.

51. In each individual contest one (1) gold medal, one (1) silver medal and one (1) bronze medal shall be awarded.

52. Every participating female team may register one (1) player for the Skills Contest.

53. Every participating male and female team may each register one (1) player for the Shoot-out Contest.

54. Every participating national member federation may register one (1) male player for the Dunk Contest in FIBA 3x3 World Cups in Open category. Said player may be registered in addition to the team roster of four (4) players but he may participate only in the Dunk Contest. In such case, the additional player's national member federation must cover full-board accommodation for him during his stay. Further, any player who has won a Dunk Contest at a FIBA 3x3 World Tour event during the season preceding the FIBA 3x3 World Cup in question, may be invited by FIBA to take part in the Dunk Contest of said FIBA 3x3 World Cup. Such invitation will not impact a national member federation's quota of a maximum of four (4) players plus an optional player participating

in the Dunk Contest. Every player participating in the Dunk Contest shall wear his national member federation's national team uniform. In case the national member federation does not allow the player to wear the national team uniform in the Dunk Contest, FIBA may allow the player to participate with a neutral uniform under the FIBA flag.

55. In U18 and U23 category events, all male teams may register one (1) player from the roster of four (4) team players for the Dunk Contest.

NATIONAL TEAM UNIFORMS

56. The national team uniforms must comply with the regulations on team uniforms in FIBA Official Competitions, as set forth in Book 2 of these Internal Regulations.
57. The FIBA 3x3 "infinity" logo (see Diagram 2) may not be displayed on national team jerseys except if the team wears apparel of FIBA's Global Partner. In any case, the FIBA 3x3 Branding Guidelines have to be followed.
58. Each team must bring two sets of jerseys – one (1) set of light colour and one (1) set of dark colour.
59. Players may not change their jersey number during the competition, irrespective of dark or light jersey. Players must wear the jersey number confirmed in the technical meeting.

CHAPTER 3: SPECIAL COMPETITION PROVISIONS

FIBA 3x3 WORLD CUPS

Competition Format

60. FIBA 3x3 World Cups are played with twenty (20) teams for men and twenty (20) teams for women on five (5) days of competition. Teams are divided into four (4) pools of five (5) teams each. The competition is played as a Round Robin followed by single elimination as of the Quarter-Finals.

Qualification

61. Subject to being eligible, both the male and female national teams of the hosting federation are qualified directly.
62. The slots to FIBA 3x3 World Cups are allocated at cut-off date (1 November of the previous year) as follows:
- a) The first 50% of the teams per gender are qualified based on the following criteria:
 - o the host country,
 - o the winner of the previous edition, and
 - o eight (8) teams based on the FIBA 3x3 Federation Ranking.
 - b) The second 50% of the teams per gender are qualified based on the following criteria:
 - o Three (3) teams from the FIBA 3x3 World Cup qualifier, if any
 - o Seven (7) teams (or ten (10) teams if no FIBA 3x3 World Cup qualifier takes place) based on the FIBA 3x3 Federation Ranking provided that those additional countries may only be represented by one (1) gender. The assignment of those remaining slots is alternating and will start with female teams, ensuring that a maximum of ten (10) teams per gender may come from the same continent.

FIBA, acting through the Secretary General, is entitled to modify the allocation method.

63. A FIBA 3x3 World Cup qualifier, insofar approved by the Secretary General, will be held a few months prior to the respective World Cup with the participation of non-qualified teams. The participating teams that do not qualify to the FIBA 3x3 World Cup will be listed in the final standings of the FIBA 3x3 World Cup in positions 21st and following.

Registration

64. In case a qualified national member federation does not register its team(s), substitute teams are assigned within fifteen (15) days (if feasible) by FIBA at its discretion following universality and/or development criteria.

65. National member federations that are qualified to the FIBA 3x3 World Cups must confirm the participation of their team(s) in FIBA 3x3 Digital Platform during the period of 1 to 30 November of the previous year. If the competition is announced after 1 November of the previous year, FIBA will communicate to the national member federation the applicable registration deadline.
66. Upon expiry of the registration deadline (at 2400 UTC of 30 November or of another date as per article 6-65 above), the registration of a team that
- a) was confirmed by the national member federation becomes legally binding;
 - b) was not confirmed by the national member federation is deemed withdrawn and FIBA may elect a substitute team in its discretion.

Equipment

67. FIBA 3x3 World Cups are played in principle with the equipment supplied by FIBA's 3x3 official suppliers.

FIBA 3x3 ZONE CUPS

Competition Format

68. FIBA 3x3 Zone Cups are played in principle with twelve (12) teams for men and twelve (12) teams for women on three (3) days of competition, except if otherwise approved by FIBA upon request of the respective Zone. Teams are divided into four (4) pools of three (3) teams each. The competition is played with round robin system followed by single elimination as of the Quarter-Finals.

Qualification

69. Registration to FIBA 3x3 Zone Cups is open to all eligible national member federations of the respective Zone. However, FIBA can invite non-eligible national member federations at its discretion, with a view to develop 3x3 in a certain country.
70. Both national teams, i.e. male and female, of the hosting federation are qualified directly.
71. If there are more than twelve (12) teams registered in a gender to the respective FIBA 3x3 Zone Cup, FIBA will organize the required qualifier(s) (either qualification tournament or qualification draw) at its discretion.
72. Zones can organize a qualifier specifically for national member federations in Group C and D (see Book 1, Chapter 2), in order to qualify the winner in each gender to the respective Zone Cup.

- 73. In case there is less than one (1) month between the last qualifier to a FIBA 3x3 Zone Cup and the FIBA 3x3 Zone Cup itself, the seeding as per article 6-48 will be accomplished based on the FIBA 3x3 Federation Ranking of the day after the last qualifier.
- 74. FIBA will endeavour that teams are drawn to the qualifiers based on regions or based on the ranking of the national member federation in the respective category of the FIBA 3x3 Federation Ranking.

Diagram 5:

Qualifier methodology table

| Qualifier A | Qualifier B | Qualifier C |
|---------------------------------------|---------------------------------------|---|
| Team 1 (highest rank) | Team 2 (2 nd highest rank) | Team 3 (3 rd highest ranked) |
| Team 6 (6 th highest rank) | Team 5 (5 th highest rank) | Team 4 (4 th highest rank) |
| Team 7 (7 th highest rank) | -----> | |
| Team n (lowest rank) | -----< | |

- 75. Teams playing in a qualifier to a FIBA 3x3 Zone Cup that do not qualify will be listed in the final standings of the FIBA 3x3 Zone Cup in positions 13th and following.
- 76. As a general rule, the hosting federation of the FIBA 3x3 Zone Cup should not participate in the qualifiers unless it hosts both a qualifier and the FIBA 3x3 Zone Cup. In the exceptional case that the hosting federation of the FIBA 3x3 Zone Cup participates in the qualifier and reaches a qualifying spot, the next ranked team of this qualifier will qualify to the FIBA 3x3 Zone Cup.

Equipment

- 77. FIBA 3x3 Zone Cups and qualifiers to FIBA 3x3 Zone Cups should be played preferentially with FIBA Venue & Equipment Centre approved equipment (indoor or outdoor, as applicable).

FIBA 3x3 NATIONAL TEAM RECOGNISED COMPETITIONS

General Principles

- 78. FIBA may set certain recognition criteria before accepting a competition as a FIBA 3x3 Recognised National Team Competition. The same applies to 3x3 competitions which are part of multi-sport events, other than the Olympic Games (e.g. Asian Games, University Games etc).
- 79. The suspension of a national member federation extends also to the participation of teams from its country in FIBA 3x3 Recognised National Team Competitions.

Competition Format

80. FIBA 3x3 Recognised Competitions are played with round robin system followed by single elimination, except if otherwise approved by FIBA upon request of the organiser.

Equipment

81. Organisers of FIBA 3x3 Recognised Competitions should make best efforts to use in their competitions only FIBA Venue & Equipment Centre approved equipment (indoor or outdoor, as applicable).

CHAPTER 4: FIBA 3x3 PRO CIRCUIT

GENERAL PRINCIPLES

82. The following definitions apply to this Chapter:

| | |
|-----------------------------------|---|
| Confirmed Player | means a player assigned to a Validated Team for the entire Season in accordance with the provisions of the present Book of the Internal Regulations. |
| Event Roster | means a team roster of four (4) players selected and registered by a Validated Team for a specific Pro Event from among the players of its Extended Roster. |
| Extended Roster | means a team roster of minimum three (3) and maximum six (6) eligible players nominated for the Pro Circuit for a given Season. |
| Handbook | Means the FIBA 3x3 Pro-Circuit Handbook, as amended from time to time by FIBA. |
| Hard-Seeded Team | means a top eight (8) ranked Validated Team (based on Season-Start Team Ranking). |
| FIBA 3x3 Team Ranking | shall have the meaning provided under article 6-117. |
| Pro Event | means a WT event or a Challenger. |
| Pro Season | means the period starting on the first competition day of the first Pro Event of a Season and ending simultaneously with the end of the Season. |
| Season | means the 12 months period ending on 1 November (at 1200 UTC). |
| Season-Start Team Ranking | Shall have the meaning provided under article 6-117. |
| Validated Team | means a team whose Extended Roster has been validated by FIBA. |
| Wild Card | means an invitation to play in an event. |
| WT Masters Main Draw | means the 12-team tournament of a WT Masters. |
| WT Masters Qualifying Draw | means a pool that qualifies one team to the WT Masters Main Draw. |

| | |
|---------------------|--|
| WT Qualifier | means a 3x3 competition which is organised by a FIBA-designated organiser and which qualifies at least one (1) team to one (1) WT Masters. |
| WT Standings | refers to the aggregate of four points awarded to teams participating in the WT according to the 3x3 Rules of the Game. |

Hard-Seeded and Validated Teams

83. The team validation process shall be conducted through the FIBA 3x3 Digital Platform as further detailed in the Handbook.
84. Only Validated Teams can play in the Pro Circuit, except if otherwise foreseen in the Handbook.
85. A team can become a Validated Team at any time during the Season.
86. 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.
87. Players are allowed to transfer and to team up with other players including those from other Validated Teams of the previous Season, during the period between the start of the Season and until they become Confirmed Players. 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.
88. Validated Teams cannot change Confirmed Players, save for exceptional circumstances as decided by FIBA (e.g. a player's serious injury before the first WT participation).
89. Validated Teams shall select and register their Event Roster for each Pro Event within the deadline applicable to each Pro Event.
90. Validated Teams are preferentially allocated to Challengers (see article 107.c below) and are the only ones actively promoted by FIBA.
91. Only Validated Teams can become Hard-Seeded Teams, as follows: two (2) weeks after the official announcement of the Pro Season by FIBA, the top eight (8) Validated Teams based on the Season-Start Team Ranking automatically become Hard-Seeded Teams.

Eligibility & Team Rosters

92. The teams eligible to play in WT are the Validated Teams respecting the relevant provisions of the Handbook.

Team Names

93. A Validated Team represents its city. Team Names have to comply with the requirements provided in the Handbook.

Prize Money

94. Prize money earned at Pro Events will be paid directly by FIBA, in principle within a month after the respective Pro Event, via bank transfer and after applicable deductions (e.g. fines), if any and as specified in the Handbook.
95. During the team validation process, teams will have to provide one (1) bank account to which prize money will be transferred. 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 Pro Event hosts.

Team Manager

96. The team manager is 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 party.

FIBA 3x3 WORLD TOUR

General Principles

97. The WT consists of a series of WT Masters and one WT Final.
98. FIBA retains the right of including a special WT Masters, with a different qualification process, relying mainly on direct qualification of (all or some) Hard-Seeded Teams and Wild Cards.

Qualification and Allocation of WT Slots

99. Teams qualify to the WT Masters:
- a) through FIBA-designated WT Qualifiers (which may either be Challengers or other WT Qualifiers), or
 - b) as Hard-Seeded Teams, or
 - c) through Wild Cards,
- in accordance with the process specified in the Handbook.
100. Teams qualify to the WT Final through WT Masters and WT Standings, as specified in the Handbook.

101. A WT Masters may have Qualifying Draws of three (3) teams each. Each Qualifying Draw qualifies one (1) team to the Main Draw.
102. The slots in the Main Draw of a WT Masters are allocated through:
- a) Hard-Seeded Teams
 - b) Wild Cards
 - c) Challengers
 - d) Other WT Qualifiers
 - e) Qualifying Draw

The allocation process is specified in the Handbook.

103. FIBA reserves the right to modify allocation to a WT event before the first WT event of the Season.
104. Teams and players are allowed to qualify to any of the WT Masters and to more than one (1) WT Masters, however players are bound to the Extended Roster restriction mentioned in the Handbook.

Team Commercial Signage at WT Events

105. Commercial signage on players (e.g. advertising tattoos and bicep bands, etc.) is allowed under the conditions specified in the Handbook.

FIBA 3x3 CHALLENGERS

Qualification

106. A Challenger is in principle comprised of sixteen (16) teams. Ten (10) teams are allocated to the Main Draw and six (6) teams are allocated to two (2) Qualifying Draws of three (3) teams each. The winner of each Qualifying Draw qualifies to the Challenger's Main Draw.
107. The slots in the Challengers are allocated through:
- a) Wild Cards
 - b) FIBA-selected qualifiers
 - c) Automated Allocation based on FIBA 3x3 Team Ranking

The process is further specified in the Handbook.

CHAPTER 5: FIBA ENDORSED 3x3 EVENTS

GENERAL PRINCIPLES

108. Any 3x3 event which accepts and complies with the FIBA 3x3 endorsement terms available at FIBA 3x3 Digital Platform can become a FIBA endorsed 3x3 event. FIBA may refuse endorsement in exceptional circumstances, as determined by the Secretary General.
109. Without prejudice to FIBA's right to endorse events which comply with the FIBA 3x3 endorsement terms and to the rights of players and event organisers established in the Internal Regulations and the FIBA 3x3 endorsement terms, national member federations may adopt policies which
- a) Serve the objective of accelerating the development of 3x3 in the country; and
 - b) Grant services and/or benefits to 3x3 event organisers and players, which are additional to those provided for under the Internal Regulations and the FIBA 3x3 endorsement terms.
- Decisions or actions which are not in line with the spirit and letter of the Internal Regulations and the FIBA 3x3 endorsement terms, may be sanctioned by FIBA.
110. FIBA may decide in its sole discretion that one or more FIBA endorsed 3x3 events shall become WT Qualifiers and/or Pro Circuit events, subject to the organiser accepting and complying with the additional rights and obligations, respectively, for such events.



CHAPTER 6: RANKING

FIBA 3x3 INDIVIDUAL WORLD RANKING

111. A classification of all players registered in play.fiba3x3.com (“FIBA 3x3 Individual World Ranking”) is based on the ranking points collected at FIBA 3x3 Competitions pursuant to the FIBA 3x3 Ranking Full Guide as amended and implemented with retroactive effect from time to time.
112. The FIBA 3x3 Individual World Ranking is published on fiba3x3.com and updated on a daily basis at 1200 UTC, except for the period 24 December – 6 January.

FIBA 3x3 FEDERATION RANKING

113. The FIBA 3x3 Federation Ranking is the ranking of all national member federations based on the FIBA 3x3 Individual World Ranking points of their top 100 nationals (with a confirmed FIBA 3x3 Profile) in the respective category. In case of a tie in ranking points, the tied National Federations will be ranked based on their highest ranked player in the corresponding category.
114. The FIBA 3x3 Federation Ranking is published on fiba3x3.com and updated on a daily basis at 1200 UTC.

FIBA 3x3 TEAM RANKING

115. A classification of teams (“FIBA 3x3 Team Ranking”) is maintained and regularly updated by FIBA at 1200 UTC, based on the FIBA 3x3 Ranking Full Guide.
116. The Season-Start Team Ranking shall be the FIBA 3x3 Team Ranking applying the FIBA 3x3 Ranking Full Guide of the upcoming Season to the results of FIBA 3x3 Competitions that took place in the preceding Season.

CHAPTER 7: DISCIPLINARY

GENERAL PRINCIPLES

117. Subject to the provisions of this Chapter, the provisions of Book 1, Chapters 6 (Sanctions) and 7 (Appeals) apply mutatis mutandis to all FIBA 3x3 Official Competitions.
118. With respect to violations or decisions arising from or in connection with FIBA 3x3 Recognised National Team Competitions or FIBA endorsed 3x3 events, article 1-170 of these Internal Regulations applies mutatis mutandis.
119. With respect to violations of these Internal Regulations or of the Handbook provisions, arising from or in connection with the Pro Circuit, FIBA may at its discretion:
 - a) 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) apply automatically the scale of specific Pro Circuit sanctions set out in the Handbook.

SPECIAL PROVISIONS FOR FIBA 3x3 OFFICIAL COMPETITIONS

120. If a team is represented by only two (2) players or less at the technical meeting of a Pro Circuit event, that team can be disqualified and substituted by FIBA. For the purposes of sanctioning, said team is deemed to have cancelled its participation after it became legally binding (see article 6-36).
121. FIBA retains the right to apply article 6-122 above at any time if there are reasonable grounds to assume that a team may withdraw or not participate in the competition (e.g. visa process not followed).
122. A disqualified team
 - a) will not be awarded individual ranking points,
 - b) will not be ranked in the standings of the given event,
 - c) will forfeit any prize money from the given event, and will be required to reimburse it if already paid
 - d) will be displayed as "DQF".
123. The disqualification of a team will have no impact on standings of other teams in the same event.
124. 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.

APPENDIX 1: FORMAT OF INDIVIDUAL CONTESTS

DUNK CONTEST

1. The Dunk Contest format is as follows:

a) Rules:

The jury is composed of five (5) members or, if not feasible, by three (3) members. Each judge will score zero (0) or any number from five (5) to ten (10).

Only successful dunks are graded.

In each round the first successful dunk of up to three attempts will be counted. If the first or second attempt is successful, there will be no further attempts.

It is considered an attempt if the ball or hand touches the rim with the intention to complete the dunk. An attempt is considered successful if the ball, after leaving the dunker's hand and entering the basket from above, does not leave the rim in an upward vertical direction.

In case of three (3) unsuccessful attempts in a round, the player will receive zero (0) points for this round.

The highest and the lowest score are not taken into consideration and only the remaining three (3) scores account for the score of a successful dunk.

In case of a draw the tied players are given one (1) additional dunk (3 attempts). Tie-breaking dunks are not graded, but the jury will take a majority decision after the last player has completed the final dunk attempt.

b) Qualification:

There will be two (2) rounds. The results of the two rounds are added up to a total score.

The players will start in alphabetical order (by family name).

For each dunk the players will have seventy-five (75) seconds starting from the moment their name is announced. The player needs to start his final attempt before the time runs out.

The four (4) players with the highest score shall advance to the Semi-Final.

c) Semi-Final:

The same format of competition will apply as in the qualification round.

The player with the lowest score in the Qualification will go first and the player with the highest score will go last. In case of a tied score, the alphabetical order (by family name) will define the starting order.

The scores of the Qualification are not carried over to the Semi-Final, i.e. the scores start from zero again. The two (2) players with the highest score in the Semi-Final will advance to the Final.

The player with the third (3rd) highest score in the Semi-Final will be winner of the bronze medal.

d) Final

The same competition format will apply as in Qualification and Semi-Finals with two (2) exceptions: the players will compete in three (3) rounds and there will be no time limit in the third (3rd) round of the Final.

The player with the lower score in the Semi-Final will go first and the player with the higher score will go second. In case of a tied score, the alphabetical order (by family name) will define the starting order.

The scores of the Semi-Final are not carried over to the Final, i.e. the scores start from zero again. The player with the highest total score in the Final will be the gold medal winner, the second (2nd) finalist will be the silver medal winner.

SHOOT-OUT CONTEST

2. The Shoot-Out contest format is as follows:

a) Rules:

The Shoot-out contest foresees a separate female and male qualification and the best two (2) shooters of each gender will meet in the Final.

The player may not step on or over the line prior to releasing the ball on a shot attempt and cannot touch the ball before the start signal of the referee.

b) Qualification:

For each player, the time required from the start signal of the referee to the moment the last ball releases the player's hands is timed.

Two (2) racks with five (5) balls each are placed at 45° behind the 2-point line with a thirty (30) seconds countdown for each shooter.

Each basket counts one (1) point.

The two (2) players with the highest score in each gender will qualify for the Final.



The better time will work as a tie-breaker in case of a tied score. In case of a tie of time and score, these players shall shoot again.

c) Final:

The two (2) best male and two (2) best female players will compete against each other.

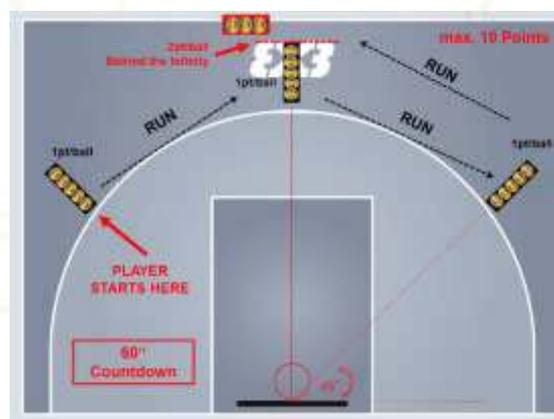
The final is played with a 60-second countdown for each shooter.

Three (3) racks of five (5) balls are placed at 45° left side, 45° right side and on top of the arc behind the 2-point line, from which each scored basket counts one (1) point.

One (1) rack of three (3) balls is placed at 0.9m from the end-line in front of the basket, from where each scored basket counts two (2) points.

The player will start from a rack on one side, proceed with the rack on top of the arc followed by the rack on the other side. The player will finish the round with shooting from the rack placed at 0.9m from the end-line.

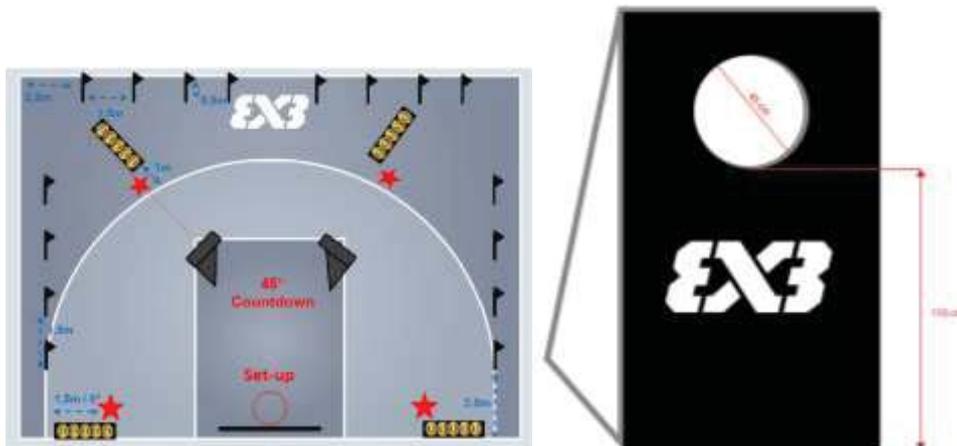
The player with the highest score (maximum score is twenty-one (21) points) within the 60-second countdown is the winner. In case of draw, the better time will work as a tie-breaker. In case of a tie of time and score, these players shall shoot again.



SKILLS CONTEST

3. The Skills contest format is as follows:

a) Set-up:



b) Qualification:

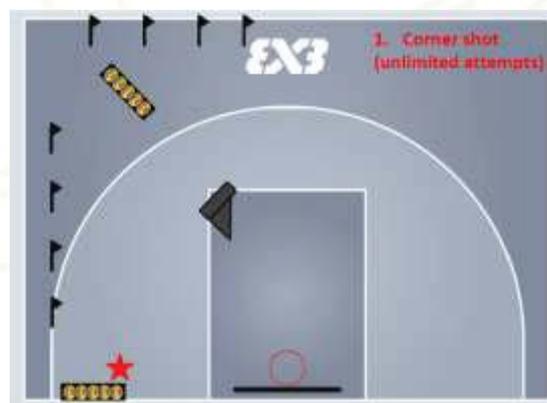
There will be one (1) qualification round.

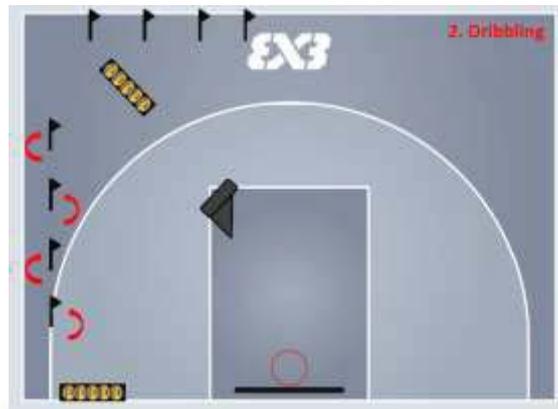
For each player the time required from the start signal of the referee to the moment the final score enters the rim shall be taken.

In the Qualification a time limit of forty-five (45) seconds is applied. Players exceeding the forty-five (45) seconds time limit are eliminated from the competition.

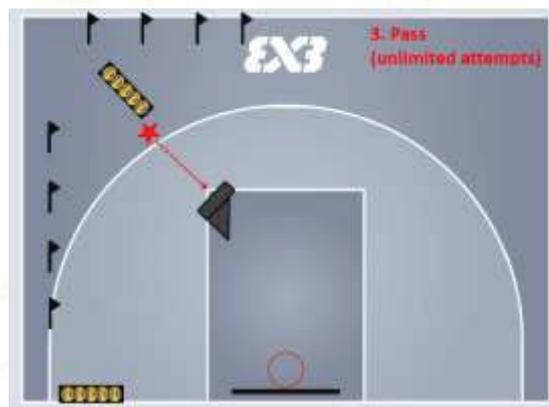
In the qualification, the players will be allowed to select the side of the court on which they want to compete.

The players shall start with a shot from the baseline followed by a dribbling course through four (4) cones along the side-line. The slalom course starts from the inside.

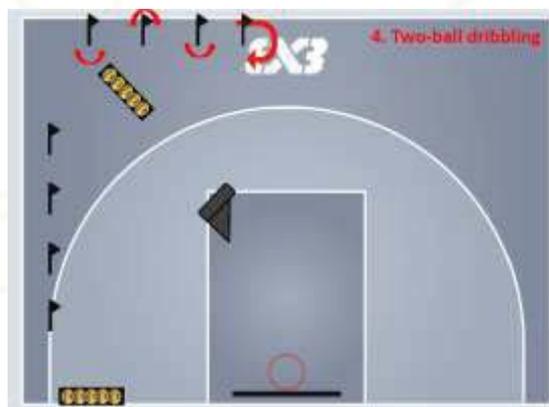


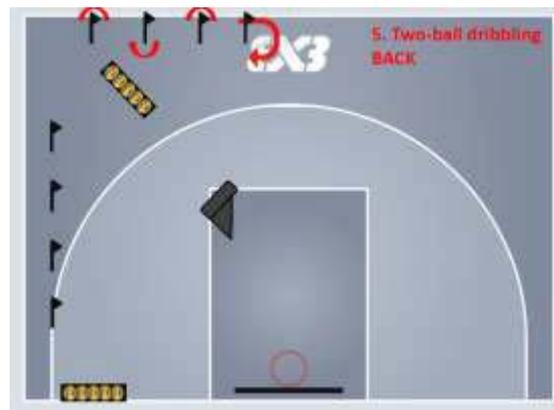


The player then must finish a pass in the passing target. The target is in the height of 1.1m (lower end) and has a diameter of 0.45m.

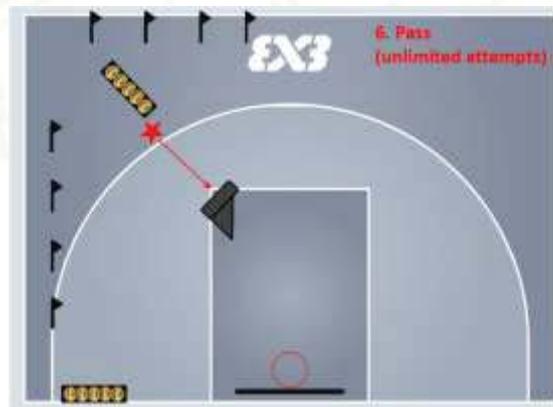


The player then must dribble with two balls through a dribbling course of four (4) cones along the end-line opposite of the basket and on back. The slalom course starts on the inside.

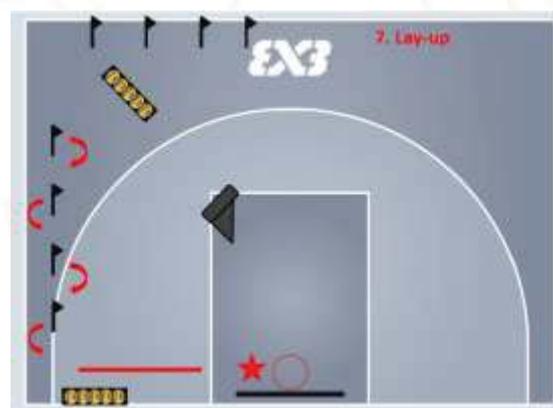




The player then must finish a pass through the passing target.



After completing the pass, the player must return through the dribbling course and finish the course with a score. The slalom course starts from the inside.



The four (4) players with the best time qualify for the Final.

In case of a draw, these players will compete again.

c) Semi-Finals and Final

In the Semi-Finals the player with the best time will compete against the player with the fourth (4th) best time and the player with the second (2nd) best time shall compete against the third (3rd) best player.

The match-ups shall be played in head-to-head simultaneously.

The player with the better time in the Qualification may choose on what side of the court she wants to compete. In case of a tie, a coin flip shall decide.

The player whose ball enters the basket first on the final score will win and advance to the Final.

Players interfering deliberately with the opponent, the opponent's lane or the opponent's ball may be disqualified.

The winners of the Semi-Finals will compete in the same way for the gold medal, while the losers of the Semi-Finals shall compete in the same way for the bronze medal. The player with the better time in the Qualification shall have the right to pick sides. In case of a tie, a coin flip shall decide.

APPLICATION OF THIS APPENDIX

4. In exceptional cases, the Secretary General may decide that an individual contest shall not take place in a specific event or take place in a format which deviates from the above-mentioned provisions.



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