

FIBA 3x3 Pro Circuit Handbook (Men)

Edition 2019

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Definitions

<u>Automated Allocation:</u>	Allocation procedure for Challengers that is open to Validated Teams, as per articles 4.4 et seq. of the present Handbook.
<u>Challenger:</u>	A premium WT Qualifier comprised of one stand-alone, international tournament with prize money, which is generally limited to 16 male teams (invitational or through qualification).
<u>Confirmed Player:</u>	A player assigned to a Validated Team for the entire Season in accordance with the provisions of the present Handbook.
<u>Event Roster:</u>	A team roster of 4 players selected and registered by a Validated Team for a specific Men's Pro Event from among the players of its Extended Roster or the team roster of 4 players of a Soft-Validated Team.
<u>Extended Roster:</u>	A team roster of minimum 3 and maximum 6 eligible players nominated for the Men's Pro Circuit for a given Season.
<u>FIBA 3x3 World Tour ("WT"):</u>	A FIBA 3x3 Official Competition for men consisting of a series of WT Masters and one WT Final.
<u>Hard-Seeded Team:</u>	8 Validated Teams whose Team Manager and/or Confirmed Players accept(s) the respective invitation made by FIBA under article 2.10 of the present Handbook.
<u>Men's Pro Circuit:</u>	The totality of all Challengers and all WT events (Masters and Final).
<u>Men's Pro Event(s)</u>	One or more Challenger(s) and/or WT event(s) (Masters and Final).
<u>Pro Circuit:</u>	The totality of all Men's Pro Circuit events and all FIBA 3x3 Women's World League events.
<u>Pro Event(s):</u>	One or more Challenger(s), WT event(s) and/or FIBA 3x3 Women's World League event(s).

<u>Quest:</u>	A WT Qualifier comprised of at least three inter-connected events with (in principle) minimum 150 participating teams in all categories and events and with open registration rules.
<u>Satellite:</u>	A 3x3 competition which forms part of the FIBA 3x3 competition network and which may, if selected by FIBA, serve as a Challenger qualifier.
<u>Season:</u>	The period starting on the day FIBA announces the dates of the upcoming WT and ending on 1 November of the same calendar year (or on the day after the WT Final, whichever is later).
<u>Season-Start Team Ranking:</u>	The FIBA 3x3 Team Ranking applying the FIBA 3x3 Ranking Full Guide of the upcoming Season to results until 1 November of the previous calendar year.
<u>Soft-Validated Team:</u>	A team that has played in one single and only Challenger based on a Wild Card without being validated by FIBA.
<u>Team Manager:</u>	A person authorised (based on a template prepared by FIBA) by the players of a team to act on behalf of the team towards FIBA. He may be a player of the team or a third person.
<u>Team Ranking:</u>	The FIBA 3x3 Team Ranking maintained and regularly updated by FIBA, based on the FIBA 3x3 Ranking Full Guide as amended and implemented with retroactive effect from time to time.
<u>Validated Team:</u>	A team whose Extended Roster has been validated by FIBA pursuant to the provisions of the present Handbook.
<u>Wild Card:</u>	Invitation to play in a tournament.
<u>WT Masters Main Draw:</u>	The 12-team tournament of a WT Masters.
<u>WT Masters Qualifying Draw:</u>	A pool that qualifies 1 team to the WT Masters Main Draw.
<u>WT Premiere:</u>	(optional) A special WT Masters, with a different qualification process, relying mainly on direct

qualification of Hard-Seeded Teams and Wild Cards.

WT Qualifier:

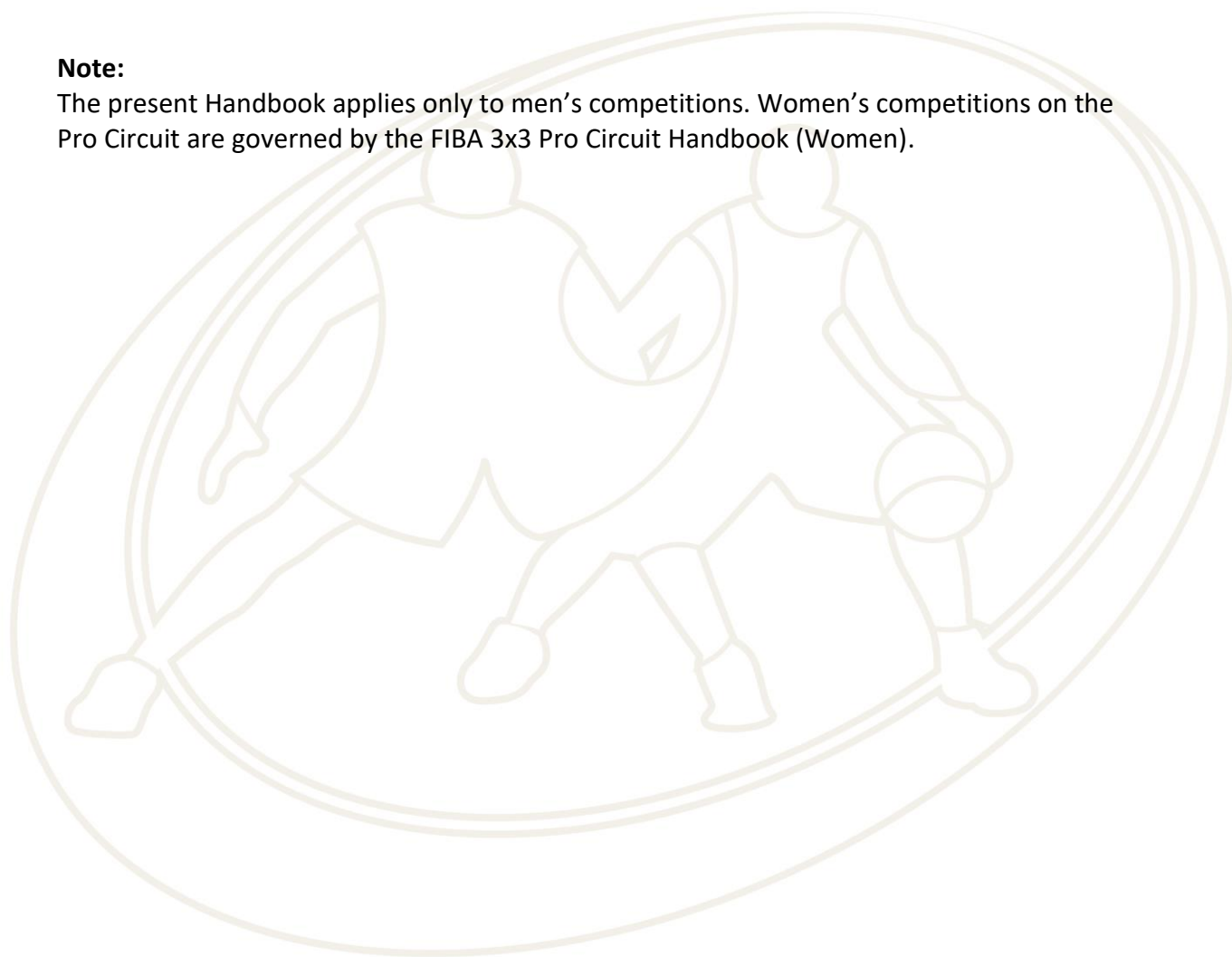
A 3x3 competition which is organised by a FIBA-designated organiser and which qualifies at least 1 team to 1 WT Masters.

WT Standings:

The tour standing based on the aggregate of tour points awarded to teams participating in the WT according to the 3x3 Rules of the Game.

Note:

The present Handbook applies only to men's competitions. Women's competitions on the Pro Circuit are governed by the FIBA 3x3 Pro Circuit Handbook (Women).



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 Men's Pro Circuit consists of a series of Challengers, WT Masters and one WT Final. FIBA retains the right of including an invitational WT Premiere.
- 1.3. Teams qualify to the Challenger
 - a) through FIBA-designated Satellites, or
 - b) through Automated Allocation based on Team Ranking, or
 - c) through Wild Cards,as further explained in article 4 of the present Handbook.
- 1.4. Teams qualify to the WT Masters
 - a) through FIBA-designated WT Qualifiers (which may either be Challengers or Quests), or
 - b) as Hard-Seeded Teams, or
 - c) through Wild Cards,as further explained in article 5 of the present Handbook.
- 1.5. Teams qualify to the WT Final through WT Standings, as further explained in the present Handbook.
- 1.6. All FIBA regulations, insofar applicable to 3x3 competitions, apply to the Pro Circuit. The present Handbook sets forth the specific provisions for the Men's Pro Circuit. In case of any conflict or discrepancy, the following hierarchy shall apply (each category to prevail over any category mentioned below it):
 - a) FIBA General Statutes
 - b) FIBA Internal Regulations (Book 6 and, to the extent applicable, also Books 1-5)
 - c) The present Handbook
 - d) Other rules, regulations and decisions of FIBA.

2. Validated Teams

- 2.1. Only Validated Teams and Soft-Validated Teams can play in the Men's 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 1 (Nomination): The Team Manager nominates the players of the Extended Roster. A player cannot be nominated to 2 different teams at the

same time and must turn at least 19 years old in the calendar year of the current WT Final.

- b) Step 2 (Acceptance): Each nominated player accepts the nomination and submits the information required for registration.
 - c) Step 3 (Team Validation and Player Confirmation):
 - a. FIBA validates the Team Name (and commercial suffix, if any) and the Extended Roster, whether initial or not, provided the requirements set out in the present Handbook are fulfilled (for Team Names, refer to Article 9).
 - b. The nominated players who are ranked within the top 3 of their Validated Team and the players who are part of an Event Roster, become Confirmed Players (see below Article 2.5). Any other player of the Extended Roster will not yet be considered a Confirmed Player and can be changed (see below Articles 2.6 and 2.7).
- 2.4. A team can be validated by FIBA only if
 - It enters the top 30 teams with their pending roster (based on the Team Ranking at the point of validation), or
 - It has qualified to a Men's Pro Event, or
 - it has received a Wild Card to play in a Men's Pro Event.
 - 2.5. Confirmed Players are assigned to a Validated Team for the entire Season and cannot play for another Validated Team or Soft-Validated Teams in any Men's Pro Event during the same Season.
 - 2.6. 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.
 - 2.7. Validated Teams cannot change Confirmed Players, save for exceptional circumstances as decided by FIBA (e.g. a player's season-ending injury before the first WT participation). In this case, said Confirmed Player will not be eligible to play in any Men's Pro Event until the end of the Season.
 - 2.8. Validated Teams shall select and register their Event Roster for each Men's Pro Event within the deadline applicable to each Men's Pro Event.
 - 2.9. Only Validated Teams can pre-register to Challengers in order to be eligible for Automated Allocation (see Article 4.2.c, 4.4 and 4.5 below).

- 2.10. Only Validated Teams can become Hard-Seeded Teams, as follows: 2 weeks after the official announcement of the Season by FIBA, the top 8 Validated Teams based on the Season-Start Team Ranking are automatically invited to become Hard-Seeded Teams (subject to the terms and conditions applying to Hard-Seeded Teams pursuant to the FIBA entry form for 3x3 Official Competitions for the respective Season). If a team declines the invitation to become a Hard-Seeded Team, FIBA will invite the next-best ranked team instead.
- 2.11. Validated Teams which benefitted from a Privileged Invitation, i.e. obtained a slot in a Challenger via Automated Allocation, or accepted a Wild Card from FIBA to a Men's Pro Event, or accepted to become a Hard-Seeded Team for the Season, are the only teams actively and specifically promoted by FIBA (with the promotional effort being the highest for Hard-Seeded Teams). In addition, FIBA retains the right to establish a different, more beneficial travel allowance scheme for Hard-Seeded Teams than the travel allowance per article 4.6(b) .

3. Soft-Validated Teams

- 3.1. Teams invited to play in a Challenger by way of a Wild Card can register and play as Soft-Validated Teams, subject to FIBA's consent (not to be unreasonably withheld if the team meets all applicable requirements, e.g. complies with the rules on team names).
- 3.2. In order for a player to be part of a Soft-Validated Team, the following restrictions apply:
- He cannot be included in a Soft-Validated Team if he is nominated to a Validated Team and has not (yet) declined the nomination.
 - He cannot be nominated to a Validated Team until the corresponding Challenger's results have been uploaded on play.fiba3x3.com.
 - He must turn at least 19 years old in the calendar year of the current World Tour Final.
- 3.3. Players of a Soft-Validated Team ending within top 4 of a Challenger are automatically nominated to a Validated Team. The corresponding prize money will not be paid and the corresponding ranking points will not be credited until at least 3 players have become Confirmed Players of that team. In case FIBA agrees to the request of a player to reject his automatic nomination, the corresponding Validated Team's Extended Roster will be limited to 5 players for the Season.
- 3.4. A Soft-Validated Team keeps its name when becoming a Validated Team. In any case, the name of a Soft-Validated Team is blocked for the entire Season, except if otherwise decided by FIBA.
- 3.5. Soft-Validated Teams are not included in the Team Ranking list.

4. Allocation of Challenger Slots

- 4.1. A Challenger is generally comprised by 16 teams. 10 teams are allocated to the Main Draw and 6 teams are allocated to 2 Qualifying Draws of 3 teams each. The winner of each Qualifying Draw qualifies to the Challenger's Main Draw.
- 4.2. The slots in the Challenger are allocated as follows:
 - a) **5** through Wild Cards granted by the Challenger host (2 to the Main Draw, 3 to the same Qualifying Draw)
 - b) **1+3** from FIBA-selected Satellites (one team selected by FIBA to the Main Draw, the other 3 to the same Qualifying Draw)
 - c) **5** by Automated Allocation per Article 4.5 below (to the Main Draw)
 - d) **2** through Wild Cards granted by FIBA based on sport and development criteria (to the Main Draw)

FIBA can convert its Wild Cards and/or the Satellite slots for Challengers into Automated Allocation slots.

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

As a general principle, no more than 2 teams from the same country can be automatically allocated. Subject thereto:

- a) First, a maximum of **3 teams out of the top 8** teams in the Team Ranking at the time of Automated Allocation will be allocated, by applying in sequence the following criteria
 - **lower number of slots obtained through Automated Allocations thus far during the current Season*;**

- **Team Ranking** (in descending order).
- b) Second, a maximum of **3 teams out of the teams ranked 9 to 20** in the Team Ranking at the time of the Automated Allocation will be allocated, by applying in sequence the following criteria
- **lower number of slots obtained through Automated Allocations thus far during the current Season***;
 - **Team Ranking** (in descending order).
- c) Third, if not all slots available in the Automated Allocation have been allocated through the process under (a) and (b) above, the **remaining slots are allocated based on the Team Ranking** at the time of the Automated Allocation (in descending order) among the remaining pre-registered Validated Teams.
- d) Unallocated slots after completion of the process under (a), (b) and (c) above become FIBA Wild Cards.

***Note:** This number will be reduced by 1 for every win in a current Season’s Men’s Pro Event. Also, FIBA may increase the number in case of sanction against the team concerned. Allocated slots that remained unused pursuant to Article 4.6(a), second bullet-point, will not count.

4.6. Teams allocated via the Automated Allocation process

- a) shall be obliged to participate in the respective Challenger, with the exception of
- force majeure proven to FIBA’s comfortable satisfaction; or
 - qualification, after the Automatic 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.
- b) will receive a travel allowance from FIBA calculated on the basis of their country and the location of the Challenger according to the following table (in case a team does not participate in a Challenger for which it has received an Automatic Allocation, the travel allowance shall not be granted):

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

<i>Oceania</i>	
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5. Allocation of World Tour Slots

- 5.1. A WT Masters may have 1 or 2 Qualifying Draws of 3 teams each. In principle, each Qualifying Draw qualifies 1 team to the Main Draw.
- 5.2. The slots in the Main Draw of a WT Masters are allocated as follows:
- a) **2** to Hard-Seeded Teams;
 - b) **1** through a Wild Card granted by the WT Masters host;
 - c) **Maximum 8** from Challengers selected by FIBA;
 - d) (Applicable only to 1 WT Masters in the season) **1** through a Wild Card granted by the WT Final host.
 - e) **Any remaining slots will be reserved to Quests, Wild Cards and Qualifying Draw(s); Quest slots and Wild Cards will be allocated by FIBA.**
 - When selecting the WT Masters to which slots from Quest(s) will be allocated, FIBA may consider geographical criteria and visa requirements.
 - Subsequently, when allocating slots to Quest(s), FIBA will consider
 - 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);
 - the 3x3 activity of the country;
 - the 3x3 activity of the events' organizer in the region;
 - the performance of the team(s) that qualified from the respective Quest in prior WT seasons.
- 5.3. In the event that a WT Qualifier has not been confirmed by FIBA by 28 March, the respective slot(s) related to such WT Qualifier will revert to FIBA which shall allocate such slot(s) at its discretion.
- 5.4. Hard-Seeded Teams will be allocated in pairs to WT Masters as follows:

	<u>10 Masters</u>	<u>11 Masters</u>	<u>12 Masters</u>	<u>13 Masters</u>	<u>14 Masters</u>
Top 1 & 8	Masters A	Masters A	Masters A	Masters A	Masters A
Top 2 & 7	Masters B	Masters B	Masters B	Masters B	Masters B
Top 3 & 6	Masters C	Masters C	Masters C	Masters C	Masters C
Top 4 & 5	Masters D	Masters D	Masters D	Masters D	Masters D
Top 1 & 6	Masters E	Masters E	Masters E	Masters E	Masters E
Top 2 & 5	Masters F	Masters F	Masters F	Masters F	Masters F
Top 3 & 4	Masters G	Masters G	Masters G	Masters G	Masters G
Top 1 & 7	Masters H	Masters H	Masters H	Masters H	Masters H
Top 2 & 8	Masters I	Masters I	Masters I	Masters I	Masters I
Top 1 & 3	Masters J				
Top 1 & 4		Masters J	Masters J	Masters J	Masters J
Top 3 & 5		Masters K	Masters K		
Top 2 & 3			Masters L	Masters M	
Top 3 & 6				Masters K	Masters K

Top 1 & 5 Top 3 & 8 Top 2 & 6				Masters L	Masters L Masters M Masters N
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Allocation to WT Masters will be done following the preferences of the higher ranked team of each pair.

Hard-Seeded Teams have to submit their ranked preferences 3 weeks after the beginning of the Season. In case a team does not submit its preferences in time or has been banned from participating in the WT Masters it was allocated to, it will be substituted by a team receiving a FIBA Wild Card.

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

- 5.5. In case a new WT Masters is announced after the beginning of the Season, allocation of slots to said event will be entirely at FIBA’s discretion.

6. Qualification to Men’s Pro Events

- 6.1. FIBA reserves the right to modify allocation to a Men’s Pro Event.
- 6.2. Teams and players are allowed to qualify to any of the Men’s Pro Events, however players are bound to the Extended Roster restriction mentioned in this Handbook.
- 6.3. Teams (including Team Manager) qualifying to a Men’s Pro Event have to be identified via email within 24 hours of the end of the qualifying tournament (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 Men’s Pro Event qualifier.
- 6.4. Only Validated Teams, with the exception of Soft-Validated Teams in case of Wild Cards, are allowed to register and participate in a Men’s Pro Event. Men’s Pro Events hosts cannot accept teams which are not Validated Teams other than Soft-Validated with FIBA’s consent (not to be unreasonably withheld if the team meets all applicable requirements, e.g. complies with the rules on team names). If this provision is violated, FIBA shall have the right to take any appropriate measure, including without limitation replacing teams.

- 6.5. Qualified teams, subject to being Validated Teams, will have 10 days counted from the qualification day to confirm their participation in the respective Men's Pro Event. If the Men's Pro Event qualifier is held less than 20 days before the Men's Pro Event, the qualified team has until 17.00hrs CET on the day after qualification to confirm its participation in the respective Men's Pro Event, as well as undergo team validation, if required. If validation and/or participation 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 Men's Pro Event qualifier will be invited to confirm participation to the extent this is feasible. If not feasible, FIBA will allocate a Wild Card in its discretion.
- 6.6. Once a team has confirmed its participation in a Men's 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. Confirmed 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.

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/(pre-)register in the event. A team with 3 or less players is ineligible to play/(pre-)register.
- 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 Men's Pro Event.
- 7.4. No player can play for two different Validated Teams in Men's Pro Events in the same Season.

- 7.5. Teams participating in WT Qualifiers must ensure that their team composition would allow them to participate in the WT Masters for which they have the chance to qualify in that WT Qualifier.
- 7.6. A team playing in a WT Qualifier cannot qualify to a WT Masters if, during said WT Qualifier, that team fielded a player who is already confirmed in the Extended Roster of a Validated Team.

8. Pool Seeding

- 8.1. Teams are seeded based on Team Ranking for Validated Team or in case of Soft-Validated Teams, on the aggregate of ranking points of the 3 highest ranked players of the Event, and placed in pools based on their seeding number by the latest on Monday, 17.00hrs CET, but not later than 4 working days, prior to the respective Men's Pro Event. Teams qualifying via a Qualifying Draw will be pre-seeded and placed in pools last via place-holders.
- 8.2. If a substitute team enters the Men's Pro Event after the official seeding, it will automatically take the place of the substituted team.
- 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.

9. Team Name Rules

- 9.1. Team Names are subject to the below rules. FIBA may disallow the use of a name which otherwise complies with the below rules if the name is not fit for an elite basketball competition in FIBA's sole discretion, or can reasonably be interpreted as being contrary to FIBA's values as enshrined in the FIBA Code of Ethics (Book 1, Chapter III of the FIBA Internal Regulations).
- 9.2. As a rule, the name of a Validated Team will represent 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) Extended Rosters comprising of **2 or more players from a last season's Validated Team have to keep the Team Name of the previous Season**, unless otherwise permitted by FIBA. However, the commercial suffix, if any, can be changed (see Article 9.4 below). Special cases:
 - i. In case of team break-up resulting in two teams wishing to use the same Team Name, the highest ranked player on 1 November 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.
 - c) In case multiple teams from the same city enter the Pro Circuit in the same Season, they have to select one of the following options:
 - i. Naming after a quarter (e.g. NY Queens) or geographical milestone such as a river (e.g. Amur)
 - ii. Use of cardinal points (e.g. Istanbul West)
 - iii. Use of historical city name (e.g. Lutecia instead of Paris)
 - d) When using an affix, the city name goes first (e.g. SP Sorriso). Three-letter acronyms are to be avoided as suffix (e.g. Bucharest UPB) and can be allowed by FIBA only in exceptional cases.
 - e) Names of countries or regions are forbidden (e.g. Chile or Texas), but names of small non-state islands are allowed (e.g. Capri, Maui).
 - f) Controversial names, or names that in FIBA's opinion can create controversy, are forbidden (e.g. Malvinas).
 - g) Commercial brands are forbidden (e.g. Coke) with the exception of NGO names and universities (e.g. SP YMCA, Paris INSEAD).
 - h) Abbreviations are allowed only if they are generally accepted and represent geographical location (e.g. NY Queens)
 - i) The Team Name shall be in English unless otherwise approved by FIBA in its sole discretion.
- 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. The suffix shall not be associated with companies in categories reserved to FIBA (i.e. athletic apparel, sports footwear, basketballs and naming partner of FIBA 3x3 World Tour, if any) and shall not offend morality or common decency nor convey directly or indirectly a political message. The provisions of Article 9.1 above apply also to commercial suffixes.

10. Prize Money at Men's Pro Events

- 10.1. In principle, prize money earned at Men's Pro Events will be paid directly by FIBA, in principle within a month after the respective Men's Pro Event, via bank transfer and after applicable deductions (e.g. fines), if any.
- 10.2. The Men's Pro Events prize money (in USD) in 2019 is fixed as follows:

Team prize money:

	Each Challenger	Each Masters	WT Final	Pre-WT Final Standings*
1 st	15,000	30,000	50,000	60,000
2 nd	10,000	20,000	38,000	48,000
3 rd	5,000	12,000	26,000	38,000
4 th	2,000	8,000	18,000	30,000
5 th		5,000	10,000	24,000
6 th				18,000
7 th				14,000
8 th				10,000
TOTAL	32,000	75,000	142,000	242,000

* Amounts to be paid after the WT Final based on pre-WT Final Standings at the end of the Season.

Player individual prizes**:

Top ranked player °	7,500
Top scorer °°	5,000
Top key-assist passer °°	5,000

° at the end of the Season

°° Considering all Pro Events of the Season

** Amount to be paid at the end of the Season.

- 10.3. During the team validation process, teams will have to provide one single 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 Men's Pro Event hosts.

11. Virtual Standings Due to Force Majeure

- 11.1. If a Men's Pro Event started but was not completed until the final game 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

- 12.1. If a player or other person violates the provisions of this Handbook, FIBA may at its discretion
- 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 following scale of specific Men's Pro Circuit sanctions:

<u>Violation</u>	<u>Sanction</u>	<u>Fine</u>
Team cancelling participation to WT Final after qualifying (with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction)	<ul style="list-style-type: none"> - Loss of half the points collected at FIBA 3x3 Official Competitions; and - Forfeiture of any accrued prize money during that Season 	n.a.
Team cancelling participation after confirmation (with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction)	<ul style="list-style-type: none"> - Loss of all points collected at FIBA 3x3 Official Competitions; and - Ban to play at FIBA 3x3 Official Competitions until the end of Season; and - Forfeiture of any accrued prize money during that Season 	n.a.
Team cancelling participation after seeding* (with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction)	<ul style="list-style-type: none"> - Loss of all points collected at FIBA 3x3 Official Competitions; and - Ban to play at FIBA 3x3 Official Competitions until 1 November of the next calendar year; and - Forfeiture of any accrued prize money of WT Fund during that season 	CHF 10.000 + any costs incurred by FIBA
Confirmed Player not showing up without team nominating a substitute in time (with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction)	<p>For the player concerned:</p> <ul style="list-style-type: none"> - Loss of all ranking points; and - Ban to play at FIBA 3x3 Official Competitions until 1 November of the next calendar year; and - Forfeiture of any accrued prize money 	CHF 2.500 + any costs incurred by FIBA

* Seeding dates are regularly as follows: WT Masters and Challengers the Monday before the event, WT Final 10 days before the event

- 12.2. If a team cannot prove the presence of the 4 Confirmed Players of the Event Roster at the technical meeting, that team can be substituted by FIBA and in that case is deemed to have cancelled participation after seeding.
- 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.

13. Team Commercial Signage at WT events

- 13.1. The provisions of the FIBA entry form for 3x3 Official Competitions, which include the Men's Pro Events, apply to temporary and permanent tattoos (jointly "Tattoos") and to commercial signage on individual players.
- 13.2. Team advertising at WT events in the form of Tattoos and bicepbands of commercial nature (jointly "Commercial Signage") is allowed subject to the provisions of the FIBA entry form and this Article.
- 13.3. Tattoos violating the applicable rules are not allowed and will have to be covered or, in exceptional cases, disguised with FIBA's approval. Bicepbands violating the applicable rules are not allowed and will have to be removed.
- 13.4. In principle, any income generated from Commercial Signage, where allowed under the applicable rules, is retained by the team.
- 13.5. Commercial Signage is subject to the following restrictions:
 - a) Each player may display Commercial Signage, which must be placed on the arm, i.e. between shoulder and elbow. 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, 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.
 - c) Once a team uses a Commercial Signage, that team may not use a different Commercial Signage within the same Season.
 - d) Commercial Signage is not allowed in the categories of athletic apparel, sports footwear and basketballs. FIBA reserves the right to add one or two additional restricted categories before the 30 September for the following Season.
 - e) Commercial Signage has to abide by each event's host country regulations.
- 13.6. Temporary tattoos and bicepbands will be supplied by FIBA to players at their request, subject to being requested with enough time for their production. Bicepbands will be of black textile and the Commercial Signage will be in white. A service fee for producing tattoos and bicepbands will be charged by FIBA.
- 13.7. FIBA may disallow any Tattoos and bicepbands 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 III of the FIBA Internal Regulations). This applies, without limitation, to any reference to pornography, weapons, tobacco or hard liquor.

13.8. If in doubt, players are advised to seek FIBA's approval of any Tattoo and/or bicepband they wish to display.

