

FIBA 3x3 Pro Circuit Handbook

Edition 2018

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Definitions

<u>FIBA 3x3 World Tour (“WT”):</u>	A FIBA 3x3 Official Competition consisting of a series of WT Masters and one WT Final.
<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.
<u>WT Qualifier:</u>	A 3x3 competition which is organised by a FIBA-designated organiser and which qualifies at least 1 team to 1 WT Masters.
<u>Challenger:</u>	A premium WT Qualifier comprised of one stand-alone, international tournament with prize money and limited to 16 invitational teams.
<u>Pro Circuit / Pro Event(s):</u>	Collectively or individually the Challengers and the WT (Masters and Final).
<u>Quest:</u>	A WT Qualifier comprised of at least three interconnected events with minimum 150 participating teams in all categories and events and with open registration rules.
<u>Wild Card:</u>	Invitation to play in a tournament.
<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>WT Standings:</u>	The aggregate of four points awarded to teams participating in the WT according to the 3x3 Rules of the Game.
<u>Season:</u>	The period starting on the first competition day of the first Challenger of a calendar year and ending on 1 November of the same calendar year.

<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>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>Validated Team:</u>	A team whose Extended Roster has been validated by FIBA.
<u>Confirmed Player:</u>	A player assigned automatically to a Validated Team for the entire Season in accordance with the provisions of the present Handbook.
<u>Hard-Seeded Team:</u>	A top 8 ranked Validated Team (based on Season-Start Team Ranking).
<u>Extended Roster:</u>	A team roster of minimum 3 and maximum 6 eligible players nominated for the Pro Circuit.
<u>Event Roster:</u>	A team roster of 4 players selected and registered by a Validated Team for a specific Pro Event from among the players of its Extended Roster.
<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.

Note:

The present Handbook applies equally to both genders, and all references in this text to males (he, his, and him) shall be considered to apply also to females and shall be read accordingly.

1. Introduction

- 1.1. The WT 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 WT consists of a series of WT Masters and one WT Final. FIBA retains the right of including an invitational WT Premiere.
- 1.3. 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 the present Handbook.
- 1.4. Teams qualify to the WT Final through WT Masters and WT Standings, as further explained in the present Handbook.
- 1.5. All FIBA regulations, insofar applicable to 3x3 competitions, apply to the Pro Circuit. The present Handbook sets forth the specific provisions for the Pro Circuit. In case of any conflict or discrepancy, the following hierarchy shall apply (each category to prevail over any category mentioned below it):
 - a) FIBA General Statutes
 - b) 3x3 basketball regulatory principles issued by the Central Board
 - c) The present Handbook
 - d) Other rules, regulations or decisions of FIBA specifically addressing 3x3 competitions (e.g. 3x3 rules of the game, 3x3 ranking regulations)
 - e) FIBA Internal Regulations
 - f) Other rules, regulations and decisions of FIBA.

As of the enactment and publication of a special Book of the FIBA Internal Regulations dedicated to 3x3 (currently expected for July 2018), the following hierarchy will apply with respect to the Pro Circuit:

- a) FIBA General Statutes
- b) FIBA Internal Regulations
- c) The present Handbook
- d) Other rules, regulations and decisions of FIBA.

2. Validated teams

- 2.1. Only Validated Teams can play in the Pro Circuit.
- 2.2. A team can become 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. Refer to Article 8.2 for Team Names.
 - 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.
 - 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 player can access the team validation process if he:
- was a member of a team that reached in the previous Season the semi-finals of a WT Masters or qualified to the WT Final;
 - has been nominated on the Extended Roster of a team that is within the top 30 in the Season-Start Team Ranking;
 - has been or becomes a member of a team that earned a slot in a Pro Event (by winning a Satellite/Quest or through a Wild Card).
- 2.5. Confirmed Players are assigned to a Validated Team for the entire Season and cannot play for another Validated Team in any Pro Event during the same Season.
- 2.6. 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. 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 serious injury before the first WT participation).
- 2.8. Validated Teams shall select and register their Event Roster for each Pro Event within the deadline applicable to each Pro Event.
- 2.9. Validated Teams are preferentially allocated to Challengers (see Article 3.2.c below) and are the only ones actively promoted by FIBA.

- 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 automatically become Hard-Seeded Teams.

3. Allocation of Challenger Slots

- 3.1. A Challenger is comprised by 16 teams. 10 teams are allocated to the Main Draw and 6 teams are allocated to 2 Qualifying Draws of 3 teams each. The winner of each Qualifying Draw qualifies to the Challenger's Main Draw.
- 3.2. The slots in the Challenger are allocated as follows:
- a) 5 through Wild Cards granted by the Challenger host (2 to Main Draw, 3 to Qualifying Draw)
 - b) 4 from FIBA-selected Satellites (top ranked team to Main Draw, the other 3 to Qualifying Draw)
 - c) 5 by Automated Allocation per Article 3.5 below (to Main Draw)
 - d) 2 through Wild Cards granted by FIBA based on sport and development criteria (to Main Draw)

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

- 3.3. Satellite hosts have to apply online to FIBA for a slot to a Challenger at least 6 weeks before the start of such Challenger.
- 3.4. Validated Teams are entitled to participate in the Automated Allocation process if they pre-register through the FIBA 3x3 online platform to the Challenger they would like to be automatically allocated (see Article 3.5). In addition, teams can establish direct negotiations with a Challenger host for a Wild Card and/or qualify to a Challenger via a 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.
- 3.5. The Automated Allocation takes place 6 Tuesdays before the respective Challenger, at 10.00hrs UTC. It follows the below process **among pre-registered Validated Teams**:

General principle: No more than 2 teams from the same country can be automatically allocated.

- 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 Automated Allocations;**
 - **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 Automated Allocations;**
 - **Team Ranking** (in descending order).
 - c) Third, if not all available automated allocated slots 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.
- 3.6. Teams allocated via the Automated Allocation process
- a) shall participate in the respective Challenger, with the exception of
 - force majeure proven to FIBA's comfortable satisfaction; or
 - qualification to a WT Masters after the Automatic Allocation has taken place. In such case, the slot 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:

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 Oceania</i>	\$1'000

4. Allocation of World Tour Slots

- 4.1. A WT Masters may have 1 or 2 Qualifying Draws of 3 teams each. Each Qualifying Draw qualifies 1 team to the Main Draw.
- 4.2. 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) **The 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
 - the 3x3 activity of the country;
 - the 3x3 activity of the events' organizer in the region;
 - the performance of the team that qualified from the respective Quest in prior World Tour seasons.
- 4.3. 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.
- 4.4. Hard-Seeded Teams will be allocated in pairs to WT Masters as follows:

<u>9 Masters</u>	<u>10 Masters</u>
Top 1 & 8: Masters A	Top 1 & 8: Masters A
Top 2 & 7: Masters B	Top 2 & 7: Masters B
Top 3 & 6: Masters C	Top 3 & 6: Masters C
Top 4 & 5: Masters D	Top 4 & 5: Masters D
Top 1 & 6: Masters E	Top 1 & 6: Masters E
Top 2 & 5: Masters F	Top 2 & 5: Masters F
Top 3 & 4: Masters G	Top 3 & 4: Masters G
Top 1 & 2: Masters H	Top 1 & 7: Masters H
Top 1 & 7: Masters I	Top 2 & 8: Masters I
	Top 1 & 3: Masters J

Allocation to WT Masters will be done following the preferences of the higher ranked team of each pair, provided that the same pair can be allocated to 1 WT Masters only.

Hard-Seeded Teams have to submit their ranked preferences by 28 March. In case a team does not submit its preferences in time or does not confirm participation

to a WT Masters to which it has directly qualified within 10 days of the aforementioned deadline or has been sanctioned, it will be substituted by the next highest ranked Validated Team in the Season-Start Team Ranking (excluding the Hard-Seeded Teams).

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

- 4.5. In case a new WT Masters is announced after the official communication of the World Tour calendar by FIBA, allocation of slots to said event will be entirely at FIBA's discretion.

5. Qualification to the World Tour

- 5.1. FIBA reserves the right to modify allocation to a WT event before the first WT event of the Season.
- 5.2. Teams and players are allowed to qualify to any of the WT Masters and to more than 1 WT Masters, however players are bound to the Extended Roster restriction mentioned in this Handbook.
- 5.3. WT Qualifier hosts (except hosts of Challengers) shall identify the winning team of their WT Qualifier and corresponding players towards FIBA via email within 2 hours of the end of the WT Qualifier. Such 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 WT Qualifier.
- 5.4. Only Validated Teams are allowed to register and participate in a Challenger. Challenger hosts cannot accept teams which are not Validated Teams. If this provision is violated, FIBA shall have the right to take any appropriate measure, including without limitation replacing teams.
- 5.5. Qualified teams, subject to being Validated Teams, will have 10 days counted from the qualification day to confirm their participation and Event Roster in the respective WT Masters. If the WT Qualifier is held less than 20 days before the WT Masters, the qualified team has until 17.00hrs CET on the day after qualification to confirm its participation and Event Roster in the respective WT Masters, 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 WT 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.
- 5.6. Once a team has confirmed its participation in a WT event, the Confirmed Players' participation 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.

- 5.7. The winners of each WT Masters are directly qualified to the WT Final. The remaining slots to the WT Final will be assigned to the best-ranked (not directly qualified) teams in the WT Standings after the last WT Masters.
- 5.8. Once a team qualifies to the WT Final, it will be automatically registered to the WT Final and participation of the team is mandatory, with the exception of force majeure proven by the player(s) concerned to FIBA's comfortable satisfaction. Violation of this rule will entail the imposition of sanctions.

6. Team Rosters and Eligibility

- 6.1. All Validated Teams have to follow the rules mentioned or referred to in this Handbook including the provisions of this Article.
- 6.2. The Event Roster shall be comprised of exactly 4 players, all of whom need to be at least 18 years old at the start of the respective Pro Event.
- 6.3. An Extended Roster has to comply with the following criteria:
 - a) Consist of minimum 3 players and maximum 6 players
 - b) Minimum 2 players have to be the same as in the team that qualified to the respective Pro Event.
- 6.4. No player can play for two different Validated Teams in Pro Events in the same Season.
- 6.5. 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.
- 6.6. 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.

7. Pool Seeding

- 7.1. Teams are seeded based on the aggregate of ranking points of the 3 highest ranked Confirmed Players of the Event Roster, and placed in pools based on their seeding number by the latest on Monday, 17.000hrs CET prior to the respective Pro Event. Teams qualifying via a Qualifying Draw will be pre-seeded and placed in pools last via place-holders.

- 7.2. If a substitute team enters the Pro Event after the official seeding, it will automatically take the place of the substituted team.
- 7.3. All team seeding numbers will be recalculated when all teams are definitely known, however the pool composition and pool order will remain unchanged.

8. Team Name Rules

- 8.1. 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).
- 8.2. 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.
- 8.3. 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 8.4 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. Mexico UNAM, 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.

8.4. 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 cannot be associated with companies in categories reserved to FIBA (i.e. athletic apparel, sports footwear, timekeeping, basketballs and naming partner of FIBA 3x3 World Tour, if any) and cannot offend morality or common decency nor convey directly or indirectly a political message. The provisions of Article 8.1 above apply also to commercial suffixes.

9. Prize Money at Pro Events

9.1. 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.

9.2. The Pro Events prize money (in USD) in 2018 is fixed as follows:

	Each Challenger	Each Masters	WT Final	Team Ranking*
1 st	10,000	30,000	40,000	60,000
2 nd	6,000	20,000	30,000	48,000
3 rd	3,000	12,000	18,000	40,000
4 th	1,000	8,000	12,000	36,000
5 th				32,000
6 th				28,000
7 th				24,000
8 th				20,000
TOTAL	20,000	70,000	100,000	288,000

* Amounts to be paid after the WT Final based on Team Ranking at the end of the Season.

9.3. During the team validation process, teams will have to provide 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.

10. Virtual Standings Due to Force Majeure

10.1. If a WT 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, who will be recorded only as W-L (Win-Loss).

11. Sanctions

11.1. If a player or other person violates the provisions of this Handbook, FIBA may at its discretion

- a) either open disciplinary proceedings and seek appropriate punishment in correlation to the loss and damages generated by the person having committed the violation, pursuant to the applicable FIBA Internal Regulations;
- b) or apply automatically the following scale of specific Pro Circuit sanctions:

<u>Violation</u>	<u>Non-monetary Sanction</u>	<u>Fine</u>
Team cancelling participation after qualifying to WT Final (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 next 1 November; 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)	For the player concerned: <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

- 11.2. If a team is represented by only 2 players or less at the technical meeting, that team can be substituted by FIBA and in that case is deemed to have cancelled participation after seeding.
- 11.3. 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).
- 11.4. 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.
- 11.5. 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.

12. Team Commercial Signage at WT events

- 12.1. The provisions of the FIBA entry form for 3x3 Official Competitions, which include the Pro Events, apply to temporary and permanent tattoos (jointly “Tattoos”) and to commercial signage on individual players.
- 12.2. 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.
- 12.3. 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.
- 12.4. In principle, any income generated from Commercial Signage, where allowed under the applicable rules, is retained by the team.
- 12.5. 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, timekeeping, 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.
- 12.6. Temporary tattoos and bicepbands will be supplied by FIBA to players at their request. 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.
- 12.7. 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.
- 12.8. If in doubt, players are advised to seek FIBA's approval of any Tattoo and/or bicepband they wish to display.