



**FIBA**

We Are Basketball

# FIBA 3x3 Pro Circuit Handbook

Edition 2022

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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 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 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>Lite Quest:</u>	A FIBA 3x3 Competition which forms part of the FIBA 3x3 competition network as a FIBA endorsed 3x3 event and which may, if selected by FIBA, serve as a qualifier to Challenger.
<u>Performance Slot(s):</u>	Specific Privileged Invitation(s) following spirit of articles 5.4 and 5.5
<u>Privileged Invitation:</u>	A slot obtained in a Challenger via Automated Allocation or accepted a Wild Card from FIBA or a Performance Slot to a Pro Event or accepted to become a Hard-Seeded Team for the Season.
<u>Pro Circuit:</u>	The totality of all Men’s Pro Circuit events and all FIBA 3x3 Women’s Series events.
<u>Pro Event:</u>	A Challenger or a WT event.
<u>Pro Qualifiers:</u>	A competition qualifying to a Pro Event. There are 3 kinds of Pro-Qualifiers: <ul style="list-style-type: none"><li>- Lite Quest</li><li>- Quest</li><li>- Super Quest</li></ul>



<u>Quest:</u>	A FIBA 3x3 Competition which forms part of the FIBA 3x3 competition network as a FIBA endorsed 3x3 event and which may, if selected by FIBA, serve as a qualifier to a WT Masters Qualification Draw. It can be: (i) a competition comprised of at least three inter-connected tournaments with (in principle) minimum 150 participating teams in all categories and tournaments and with open registration rules, or (ii) a competition following specific regulations and paying, in average per tournament, a prize money of at least a Super Quest.
<u>Super Quest:</u>	An international, stand-alone tournament of invitational nature played between the last WT Masters of a season and the (expected) first WT Masters of the next season, following specific regulations and with the participation of teams from at least 3 different countries and Challenger-like run-down. Super Quest will qualify 2 teams to a WT Masters (thereof, at least 1 to the WT Masters Main Draw).
<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 the end of the previous Season.
<u>Soft-Validated Team:</u>	A team that has played in a Super Quest or 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 Pro Event.
<u>WT Masters Main Draw:</u>	The 12-team tournament of a WT Masters.
<u>WT Opener:</u>	(optional) A special WT Masters being the first WT Masters of a season, with specific rules such as a different qualification process and own prize money levels, relying mainly on Performance Slots and local Pro Qualifiers.
<u>WT Masters Qualifying Draw:</u>	A pool that qualifies, in principle 1 team to the WT Masters Main Draw.
<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>WT Standings:</u>	The tour standing calculated according to the 3x3 Rules of the Game.

**Note:** The present Handbook applies only to men's competitions.

# 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](http://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 Opener.
- 1.3. Teams qualify to the Challenger through
  - (a) FIBA-designated Lite Quest, or
  - (b) Automated Allocation based on Team Ranking, or
  - (c) Performance Slots, or
  - (d) 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, Quests or Super Quests),  
or
  - (b) as Hard-Seeded Teams, or
  - (c) 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 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 Pro Circuit and in Super Quests.
- 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. Each nominated player must submit a valid passport when accepting the nomination.
  - (c) Step 3 (Team Validation and Player Confirmation):
    - i. FIBA validates the Team Name (and commercial suffix, if any) and the Extended Roster provided the requirements set out in the present Handbook are fulfilled (for Team Names, refer to article 10).
    - ii. The nominated players who have accepted nomination and
      - i. are ranked within the top 3 of a Hard-Seeded Team, or
      - ii. are ranked within the top 3 of their Validated Team that has been seeded in the Main Draw of a Pro Event, or
      - iii. are part of an Event Roster of a completed Pro Event, or
      - iv. allow a team to benefit from U23 Nations League-derived slots in a Pro Event (see below articles 4.2 and 5.5),  
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), subject to article 8.3.
- 2.4. A team can be validated by FIBA only if
  - (a) It enters the top 30 teams with their pending roster (based on the Team Ranking at the point of validation), or
  - (b) It has qualified to a Pro Event, or
  - (c) it has received a FIBA Wild Card to play in a 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 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 Pro Event until the end of the Season.

Without prejudice of precedent, changes of Confirmed Players are allowed if allocation neutral, i.e. in case said change would not have had any impact on the team's own Privileged Invitations, and the players has not yet played in a Pro Event in current season

- 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. Only Validated Teams can pre-register to Challengers in order to be eligible for Automated Allocation (see article 4.2, 4.4 and 4.5 below).
- 2.10. Only Validated Teams can become Hard-Seeded Teams, as follows: after the official announcement of the Season by FIBA, the top 8 Validated Teams based on the Season-Start Team Ranking will be 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 are the only teams actively and specifically promoted by FIBA (with the promotional effort being the highest for Hard-Seeded Teams).

## 3. Soft-Validated Teams

- 3.1. Teams invited to play in a Super Quest or a Challenger by way of a Wild Card or a Lite Quest 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:
  - (a) He cannot be included in a Soft-Validated Team if he is nominated to a Validated Team and has not (yet) declined the nomination.
  - (b) He cannot be nominated to a Validated Team until the corresponding Challenger's or Super Quest's results have been uploaded on [play.fiba3x3.com](http://play.fiba3x3.com).
  - (c) 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 Lite Quests (Whereas top ranked team is qualified 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) **If any**, to U23 Nations League derived team(s) per corresponding Handbook
  - (e) **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 Lite Quests slots for Challengers into Automated Allocation slots or Performance Slots and any unallocated slots into Wild Cards.

- 4.3. Lite Quest hosts, once the Lite Quest 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 Lite Quest), 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 Lite Quest 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 Lite Quest. 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**.

The same team can be allocated to 1 or more Challengers provided there are at least 2 full days between the to-be allocated Challenger and other already registered-to or allocated-to Pro Events; whereas the number of full days is reduced to 1 for Pro Events within the same country and within the European Union (except otherwise expressly communicated by FIBA).

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 corrected by certain adjustments\* (“Automated Slots”);**
  - **Team Ranking** (in descending order).
- (b) Second, **1 slot to the team with the largest negative number of Automated Slots within the teams ranked 21 or worse** in the Team Ranking by applying Team Ranking (in descending order) as tie-breaker if required.
- (c) Third, 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 Slots**
  - **Team Ranking** (in descending order).
- (d) Fourth, if not all slots available in the Automated Allocation have been allocated through the process under (a), (b), and (c) above, the **remaining slots are allocated by applying in sequence the following criteria** among the remaining pre-registered Validated Teams:
  - **lowest number of Automated Slots,**
  - **Team Ranking at the time of Automated Allocation** (in descending order).
- (e) Unallocated slots after completion of the process under (a), (b), (c) and (d) above become FIBA Wild Cards.

**\*Adjustments to Automated Slots:**

- Teams ending the prior season with a negative allocation number, will **start** the current Season with a number of Automated Slots of **-1**.
- This number will decrease **by 1** for every win in a current Season’s Men’s Pro Event.
  - Only applicable to teams\*\* playing in Main Draw, this number will **increase by 1** for each final standing in a Pro Event 5 positions worse than seeding and, in case of reaching semifinals, this number will **decrease by 1** for each final standing in a Pro Event 5 positions better than seeding
  - This number will **increase by 3** for Hard-Seeded Teams losing 10 or more positions anytime during the Season compared to the Season-Start Team Ranking (only applicable once, if any).
  - This number will **increase by 1** for each FIBA Wild Card or Performance Slot (in a Challenger) received, if any.
  - This number will **increase by 1** for each Pro Event played by team with a roster of 3, if granted.
  - FIBA will **increase the number** as foreseen in Annex 1

Allocated slots that remained unused pursuant to article 4.6, second bullet-point, will not count.

\*\* Exceptionally, seeding for this specific adjustment will be calculated taking into account all players in Extended Roster irrespectively of any sanction derived from Art.11 of the Player Entry Form

- 4.6. Teams allocated via the Automated Allocation process shall be obliged to participate in the respective Challenger and will be considered confirmed, with the exception of
  - (a) force majeure proven to FIBA’s comfortable satisfaction; or
  - (b) qualification, after the Automated 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.

## 5. Allocation of World Tour Slots

- 5.1. A WT Masters may have 1 or several 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) Performance Slots (if any);
  - (b) **1** through a Wild Card granted by the WT Masters host;
  - (c) **Maximum 8** from Challengers selected by FIBA;
  - (d) Wild Card(s), insofar applicable, granted by the WT Final host.
  - (e) **Any remaining slots will be reserved to Super Quests, Quests, Wild Cards and Qualifying Draw(s); Super Quest & Quest slots and Wild Cards will be allocated by FIBA.**
    - i. Qualification Draws will be primary allocated with the lowest ranked teams from those qualifying via the Quests with prize money less than USD 15k in average per tournament.
    - ii. When selecting the WT Masters to which slots from Quest(s) will be allocated, FIBA may consider geographical criteria and visa requirements.
    - iii. Subsequently, when allocating slots to Quest(s), FIBA will consider
      - (a) 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);
      - (b) the 3x3 activity of the country;
      - (c) the 3x3 activity of the events' organizer in the region;
      - (d) 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 31 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. The Hard-Seeded Teams will benefit from the following number of Performance Slots:

Season-Start team ranking	Number of WT Masters
1	4 WT Masters
2	3 WT Masters
3	3 WT Masters
4	2 WT Masters
5	2 WT Masters
6	2 WT Masters
7	2 WT Masters
8	2 WT Masters

Hard-Seeded Teams will be allocated to WT Masters based on their preferences; but (in principle other than to WT Opener) not more than 2 Hard-Seeded Teams can be allocated per WT Masters and the selection of teams allocated to a given WT Masters will be based on the preferences of the higher ranked.

For the avoidance of doubt, it is FIBA's prerogative to decide which are the WT Masters available for Performance Slots earmarked for Hard-Seeded teams and it may decide to allocate more than 2 Hard-Seeded Team to the same WT Masters or forcefully allocate to WT Opener.

Hard-Seeded Teams have to submit their ranked preferences by the deadline indicated by FIBA after the official announcement 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 and its participation confirmed.

- 5.5. Additional Performance Slots will be allocated as follows:
- (a) The winner of the prior season's WT Final will be allocated to the first available WT Masters after the Hard-Seeds have been allocated.
  - (b) If a season has more than 10 WT Masters, then Performance Slots to the WT Masters preceding the WT Final will be allocated to the 2 teams with the highest number of wins in Pro Events (tie-breaking by Season's win percentage and thereafter by team ranking) 3 Wednesdays before said last WT Masters, at 10.00hrs UTC.
  - (c) Performance Slots, if any, to any other WT Masters at FIBA's discretion following the spirit of this Handbook.
  - (d) Derived from U23 Nations League; but Hard-Seeded Teams are not entitled.
- 5.6. 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. Travel to Pro Events

- 6.1. Teams that are qualified in a Pro Event
- (a) via the **Automated Allocation process**
  - (b) as a Hard-Seeded Team
  - (c) via a Challenger or Super Quest
  - (d) to WT Final

will receive a travel allowance from FIBA calculated on the basis of their country and the location of the Pro Event according to the following table (in case a team does not participate in a Pro Event for which it has qualified or was allocated, the travel allowance shall not be granted):

Travel	Fee per team
<b>Within the same country</b>	\$500
<b>Within European Zone</b>	\$700
<b>Within Asian Zone</b>	\$1'000
<b>Within African Zone</b>	\$2'000
<b>Within Oceanian Zone</b>	\$1'000
<b>Within American Zone</b>	\$2'000
<b>Inter-continental</b>	\$4'000
<b><i>Exception between Europe and MENA</i></b>	\$2'000

## 7. Qualification to a Pro Event

- 7.1. FIBA reserves the right to modify allocation to a Pro Event.
- 7.2. Teams and players are allowed to qualify to any of the Pro Events, however players are bound to the Extended Roster restriction mentioned in this Handbook.
- 7.3. Teams (including Team Manager) qualifying to a Pro Event have to be identified via email within 24 hours of the end of the qualifying event (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 Pro Event qualifier.
- 7.4. Only Validated Teams and Soft-Validated Teams are allowed to register and participate in a Pro Event. 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.
- 7.5. Qualified teams, subject to being Validated Teams, will have 10 days counted from the qualification day to confirm their participation in the respective Pro Event. If the Pro Event qualifier is held less than 20 days before the Pro Event, the qualified team has until 17.00hrs CET on the day after qualification to confirm its participation in the respective Pro Event, as well as undergo team validation, if required. If validation and/or confirmation of 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 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.
- 7.6. Once a team has confirmed its participation in a 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. Event Roster's 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.
- 7.7. The best-ranked teams in the WT Standings after the last WT Masters are qualified to the WT Final.
- 7.8. 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.

## 8. Team Rosters and Eligibility

- 8.1. All Validated Teams have to follow the rules mentioned or referred to in this Handbook including the provisions of this article.
- 8.2. The Event Roster shall be comprised of exactly 4 players who are available and eligible to play in the event. A team with 3 or less players is ineligible to play, exceptions may be granted in case of force majeure proven to FIBA's comfortable satisfaction. Team may apply to FIBA in writing for an exception to this provision in advance of an event; exceptions if granted at the entire discretion of FIBA, will be subject to USD 2,500 fee. For the avoidance of doubt, exceptions will not be granted to concurrently play in 2 Pro Events and/or Super Quest.
- 8.3. 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.
- 8.4. No player can play for two different Validated Teams in Pro Events in the same Season.
- 8.5. Teams participating in Pro Qualifiers must ensure that their team composition would allow them to participate in the Pro Event for which they have the chance to qualify in that Pro Qualifier.

## 9. Pool Seeding

- 9.1. 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 team and placed in pools based on their seeding number in principle by the Monday before the Pro Event at 1700 CET, but not later than 4 working days, prior to the respective Pro Event. Teams qualifying via a Qualifying Draw will be pre-seeded and placed in pools via placeholders according to the highest seeded team of their Qualifying Draw.
- 9.2. In case a slot in the Main Draw of a Pro Event requires being replaced after the official seeding time as set by FIBA, the substitute team will be selected in this order: highest standings within Qualification Draw teams (ex-winners), then any local team, and lastly any available team (by team ranking order). If a Qualification Draw in a Pro Event is reduced to 2 teams the substitute team will be selected in this order: any local team, and then any available team (by team ranking order).
- 9.3. If a substitute team enters the Pro Event after the official seeding time, it will automatically take the place of the substituted team. Such a substitute team will be marked with an "R" and its result in the given Pro Event will not count for WT Standings.
- 9.4. All team seeding numbers will be recalculated when all teams are definitely known, however the pool composition and pool order will remain unchanged.
- 9.5. Special pool seeding rule in case of back-to-back events (defined as events seeded at the same time): if a pool is repeated (or can be repeated due to a Qualification Draw) during the seeding process, then the known second-best ranked team in the given pool is switched with the second-best ranked team of the next pool in the seeding process.

## 10. Team Name Rules

- 10.1. 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).
- 10.2. 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.
- 10.3. 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 10.4 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 and/or with the same city name 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 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) or city-states (e.g. Singapore, Monaco) are allowed.
  - (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.
- 10.4. 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, timekeeper, sports equipment 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 10.1 above apply also to commercial suffixes.

## 11. Prize Money at Pro Events and Super Quests

- 11.1. In principle, prize money earned at Pro Events and Super Quests will be paid directly by FIBA, in principle within a month after the respective event, via bank transfer and after applicable deductions (e.g. fines or local taxes), if any.
- 11.2. During the team validation process, teams will have to provide one single bank account to which prize money will be transferred. Such bank account cannot be changed during the season without just cause. 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.
- 11.3. The teams and individual prize money (in USD) for 2022 will be announced prior to Pro Season start. Such announcement will become Annex 2 to this Handbook.

## 12. Standings Due to Force Majeure

- 12.1. If a Pro Event had started (i.e. at least one game has been played) but was not completed (e.g. the final game did not take place) 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).

## 13. Sanctions & Fines

- 13.1. In case of violations of the administrative provisions of this Handbook, in accordance with article 6-126, of the FIBA Internal Regulations, 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 scale of applicable Pro Circuit sanctions listed in Annex 1; to be noted that Disciplinary Proceedings will not be opened should FIBA decide to utilise this provision.
- 13.2. If a team cannot prove the presence of the 4 players of the Event Roster at the technical meeting, that team may be substituted by FIBA and in that case is deemed to have cancelled participation after seeding.
- 13.3. 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).
- 13.4. 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.
- 13.5. 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.

## 14. Commercial Signage at WT events

- 14.1. 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, including signage on uniform shorts (“Marks”).
- 14.2. Team advertising at WT events in the form of Tattoos, garments and Marks of commercial nature (jointly “Commercial Signage”) is allowed subject to the provisions of the FIBA entry form and this Article.
  - (a) Commercial Signage is not allowed in the categories of athletic apparel, sports footwear, timekeeper, sports equipment and basketballs. FIBA reserves the right to add one or two additional restricted categories before the 30 September for the following Season.
  - (b) Commercial Signage has to abide by each event’s host country regulations.
- 14.3. Tattoos violating the applicable rules are not allowed and will have to be covered or, in exceptional cases, disguised with FIBA’s approval. Garments violating the applicable rules are not allowed and will have to be removed. Marks violating the applicable rules are not allowed and the affected uniform shorts will have to be substituted by uniform shorts without branding; a replacement cost of USD 250 per short will be raised.
- 14.4. In principle, any income generated from Commercial Signage, where allowed under the applicable rules, is retained by the team.
- 14.5. Commercial Signage on arms is subject to the following restrictions:
  - (a) Each player may display Commercial Signage on arms. 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 on arms, 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.
- 14.6. Marks are subject to the following restrictions:
  - (a) All players of same team have to wear shorts with identical Marks, if any.
  - (b) Once a team uses a Mark, that team may not use a different Mark within the same Season.
  - (c) Marks have to strictly follow the FIBA branding guidelines published on [fiba3x3.com](http://fiba3x3.com), have to be limited to the reserved black strip on the shorts’ right leg and have to be in white.
  - (d) FIBA’s prior approval is required and may be withheld at FIBA’s discretion.
- 14.7. Temporary tattoos and garments will be supplied by FIBA to players at their request, subject to being requested with enough time for their production. Garments will be of black textile and the Commercial Signage will be in white. A service fee for producing tattoos and garments will be charged by FIBA.
- 14.8. FIBA may disallow any Tattoos, garments and Marks 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.
- 14.9. If in doubt, players are advised to seek FIBA’s approval of any Tattoo and/or garments they wish to display.
- 14.10. FIBA retains right to enact special provisions to incrementally allow commercial signage on uniforms during the season.

## 15. Ancillary Gear

- 15.1. Ancillary Gear has to follow the branding guidelines published on [fiba3x3.com](http://fiba3x3.com).
- 15.2. A rigorous “black is black” policy is applied to Ancillary Gear at all Pro Events; any ancillary gear (such as but not limited to headbands, arm-sleeves, armbands, legbands, knee-pads, pads and bands of any kind, undergarment, compression layers) other than for medical reasons has to be black with white signage, if any.
- 15.3. Without prejudice of article 14, Ancillary Gear worn by players at a given Pro Event cannot display any commercial signage.

## 16. Other Requirements

- 16.1. Players and team managers are required to download the FIBA3x3 Pro App (“Pro App”) available on Google Play Store and/or App Store.
- 16.2. Players must have agreed to the terms of the player entry form and upload any required document such as passports before their first participation in a Pro Event.
- 16.3. Players and any other participants will have to follow any protocol, including health protocols, that are available on the Pro App and on [fiba3x3.com](http://fiba3x3.com) and updated from time to time by FIBA.
- 16.4. In order to participate in a Pro Event, players and any other participants in FIBA are required to present, pursuant to the applicable protocols referred to in section 16.3 above, evidence of being fully vaccinated against COVID-19 for at least 14 days before the event departure day to the given Pro Event with a vaccine either approved by the Swiss authorities or a vaccine approved in at least 50 countries, whereas such approval must have been granted at least six Tuesday’s before the event. Exceptions to precedent are (a) vaccines approved in host country are also acceptable for the given event and (b) host country’s authorities make certain vaccines mandatory or have certain vaccination rules.

**END.**