

FIBA 3x3 Men's Pro Circuit Handbook

2026 Edition (updated 22 December 2025)

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Furthermore, this Handbook has the following Annexes that are published separately:

- ***Annex 0*** *(Participant Entry Form)*
- ***Annex 1*** *(Fines & Fees)*
- ***Annex 2*** *(Prize Money)*
- ***Annex 3*** *(related to Art 11 Participant Form)*
- ***Annex 4*** *(Super League's approved formats)*
- ***Annex 5*** *(Draft player's contract)*

FIBA reserves its right to amend the present Handbook at any time prior to seeding of first WT event.

Definitions

Accepted Player:	A player that has accepted nomination to a Validated Team but has not yet become a Confirmed Player. (Appendix 6)
Automated Allocation:	Allocation procedure for Challengers that is open to Validated Teams, as per articles 4 of the present Handbook.
CC-Player:	Any of the 4 top players of the same Primary Nationality in a team benefiting from a FIBA 3x3 Champions Cup derived Performance Slot (see NT Handbook). (Appendix 6, 7 and 8).
Challenger:	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).
Confirmed Player:	A player assigned to a Validated Team for the entire Season in accordance with the provisions of the present Handbook (see Appendix 6).
Event Roster:	A team roster selected and registered by a Validated Team for a specific Pro Event from among the players of its Extended Roster.
Extended Roster:	A team roster of minimum 3 and maximum 6 eligible players nominated for the Pro Circuit for a given Season. (See Appendix 3, 4 and 5 for graphical summary).
Federation:	A National Member Federation of FIBA.
FIBA 3x3 Official Competition:	WT, Challengers, FIBA 3x3 Women's Series, Nations League and FIBA 3x3 Cups.
FIBA 3x3 World Tour ("WT"):	A FIBA 3x3 Official Competition for men consisting of a series of WT Masters and one WT Final.
Hard-Seeded Team:	10 Validated Teams whose Team Manager and/or Confirmed Players accept(s) the respective invitation made by FIBA under article 2.12 of the present Handbook.
Leaving Player:	A Confirmed Player that is removed from an Extended Roster and replaced by a Replacing Player once the Replacing Player accepts nomination.
Lite Quest:	A tournament 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 regional qualifier to a Challenger (in principle to qualification draw).
Nations League:	FIBA 3x3 Youth Nations League is a national team competition played annually and regulated in a separate handbook.
NL-alumnus:	U25 player that has played Nations League in the current or prior years.
NL-Player:	Any of the 4 top NL-alumni of the same Primary Nationality in a team benefiting from a FIBA 3x3 U23 World Cup derived Performance Slot (see NT Handbook). (Appendix 6, 7 and 8).

On-going Player:	A Player that belongs to the Previous Season Roster and to the current Season's Extended Roster of an On-going Team (Appendix 6). and complies with the conditions for players set in the definition of Previous Season Roster.
On-going Team:	Team that survives from last season to the new season during team validation process as per article 1.7 of the present Handbook. (See Appendix 3 and 4 for graphical summary).
Patron:	Federation or other entity that owns, manages and/or controls a team playing in Pro Circuit as foreseen in this Handbook.
Performance Slot(s):	Specific Privileged Invitation(s) following spirit of articles 4.2, 5.4 and 5.5.
Pre-Allocation:	Allocation procedure for Challengers that is open to Validated Teams, as per article 4.4. The Pre-Allocation is a pre-process of the Automated Allocation process which happens well before the 5-Wednesday-weeks mark.
Previous Season Roster:	Any player (up to 8) of the same Validated Team (of the previous year) that have played 3 or more Pro Events in the previous Season and had a season PVALpg higher than 2,0.
Primary Nationality:	A team's nationality derived from the IOC code (as per article 9.2)
Privileged Invitation:	A slot obtained: - in a Challenger via Automated Allocation or, - in a Pro Event by accepting a Wild Card from FIBA, a Replacement Slot, a Stand-by Slot or a Performance Slot or, - by accepting to become a Hard-Seeded Team for the Season.
Pro Circuit:	The totality of all Pro Events.
Pro Event:	A Challenger or a WT event.
Pro Qualifiers:	A competition qualifying to a Pro Event. There are 4 kinds of Pro Qualifiers: - Lite Quest - Quest - Super Quest (off-season) - Super League (off-season)
Quest:	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 regional qualifier to a WT Masters (in principle to qualification draw).
Replacement Slot(s):	Specific Privileged Invitation(s) following spirit of article 4.7 and 5.6.
Replacing Player:	A player added to the Extended Roster following article 3.5 once he accepts nomination. (Appendix 6)
Secondary Nationality:	Every additional team nationality(ies) derived from every 2 players or more of the same nationality in the Extended Roster which is different to the Primary Nationality.

Super Quest: An off-season international, stand-alone tournament of invitational nature approved by FIBA 5 weeks in advance and qualifying 2 teams to a WT Masters (thereof, at least 1 to the WT Masters Main Draw) and played off-season (in principle) between the first day of the year of the current Season and the (expected) first WT Masters, following specific regulations:

a. diversity of players' nationalities: a specific nationality cannot be represented by more than 50% of all the players (all teams combined),
b. at least 12 players to have all a minimum of 20'000 ranking points at the first day of the year of the Super Quest or have played in 1 FIBA 3x3 Official Competition in the current or previous calendar year,
c. Challenger-like run-down with 12 teams, thereof (in principle) 3 out of the top 25 teams of Season-End Team Ranking.

Super League: An off-season team-tour qualifying several teams to various Pro Events and approved by FIBA 5 weeks in advance between the first day of the year of the current Season and the (expected) first WT Masters, and subject to specific regulations, such as but not limited to the following:

a. all teams have always to be present in all tour stops excluding the final, except for maximum of 2 guest teams per tour stop,
b. extended roster of maximum 6 players that can be used in all stops including the final (whereas players that have not yet played can be replaced),
c. diversity of players' nationalities: a specific nationality cannot be represented by more than 50% of all the players (all teams combined) in each tour stop,
d. at least 12 players to have all a minimum of 20'000 ranking points at the first day of the year of the Super League or have played in 1 FIBA 3x3 Official Competition in the current or previous calendar year,
e. 6 teams or 8 teams or 12 teams per stop and 1 (mandatory) final playing a competition format pre-approved by FIBA,
f. no less than 3 and not more than 5 tournaments (including the final),
g. paying in average per tournament at least the prize money of a Super Quest.

The competitiveness of a Super League is the mean of the sum of ranking points of the top 24 players of each tournament on 1 January of the current year. If a given tournament has less than 24 players, the competitiveness shall be calculated using the mean of the sum of ranking points of the actual number of actually participating players.

Season: The period of the yearly WT competition ending a full week after the WT Final.

Season-End Team Ranking: The FIBA 3x3 Team Ranking on the day after the WT Final in the prior calendar year taking into account the Pro Events of said calendar year.

Stand-by Slot: Slot to fill unallocated slots of a Pro Event after the Replacement Slot process has been exhausted.

Team Manager: A person authorised by respectively the Patron or players of a team to act on behalf of the team towards FIBA. Such person may be a player of the team or a third person.

Team Nationality: Any of a team's Primary Nationality and/or Secondary Nationality(ies)

Team Ranking:	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.
Validated Team:	A team whose Extended Roster has been validated by FIBA pursuant to the provisions of the present Handbook (see Appendix 2 for timeline).
Wild Card:	Invitation to play in a Pro Event.
WT Masters Main Draw:	The 12-team tournament of a WT Masters.
WT Masters Qualification Draw:	A pool that qualifies, in principle 1 team to the WT Masters Main Draw.
WT Opener:	(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.
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 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.

1.2. The Pro Circuit consists of a series of Challengers, WT Masters and one WT Final. FIBA retains the right to include an invitational WT Opener.

1.3. Teams qualify to the Challenger through
(a) FIBA-designated Lite Quest and/or Super-League, or
(b) Automated Allocation based on Team Ranking, or
(c) Performance Slots, or
(d) Replacement Slots or Stand-by Slots, or
(e) Wild Cards,
as further explained in article 4 and 7 of the present Handbook.

1.4. Teams qualify to the WT Masters
(a) through FIBA-designated WT Qualifiers (which may either be Challengers, Quests, Super Quests or Super Leagues), or
(b) as Hard-Seeded Teams, or
(c) through Performance Slots, or
(d) through Replacement Slots or Stand-by Slots
(e) through Wild Cards,
as further explained in articles 5 and 7 of the present Handbook.

1.5. Teams qualify to the WT Final through WT Standings per article 7.8. FIBA reserves right to organize a play-in in WT Final with specific qualification criteria that will be announced before the first WT event of the Season. Only teams that have played at least 1 Pro Event can play in the WT Final.

1.6. There are two types of teams playing in the Pro Circuit (see Appendix 1):

(a) Patron-based teams, those that FIBA (at its sole discretion) recognizes to have a patron during the team validation process.
(b) Player-based teams, all other teams.

Newly recognized Patron-based Teams must pay a one-time fee (equal to the prize money of winning a Challenger) during the team validation process. Patron-based Teams from the previous year will maintain such status subject to finishing the previous season within the top 40 ranked teams.

Federations can have 2 Patron-based Teams, all other patrons can have only 1 team.

1.7. A team will be considered an On-going Team during the team validation process (see Appendix 3), only if it has played in at least seven (7) Pro Events in the preceding season or has finished within the top 25 of the Season-End Team Ranking in the preceding season and:

(a) in case of a Patron-based Team: at least 2 On-going Players accept nomination of the same Patron-based Team.
(b) in case of a Player-based Team: at least 4 On-going Players accept nomination of the same Player-based Team.
(c) in case of a Player-based Team converting into a Patron-based Team: at least 4 On-going Players accept nomination of the same newly Patron-based team.

Only On-going Teams validated before the first WT event of the season (and subject to the deadlines in this Handbook) will benefit from previous season performance (such as qualification to Opener, Hard-Seeded Team, performance slot for WT Final winner, negative Allocation Slot carry-over, etc).

1.8. Patron-based Teams (that are also an On-going Team) must comply with the following nationality restrictions (see Appendix 4):

(a) if the Patron is a Federation, at least 4 players of the Extended Roster must be of the same nationality as the Federation,
(b) if the Patron is not a Federation and,
    (i) has a dominant nationality, meaning 4 players on the Previous Season Roster sharing the same nationality, then any player added to the Extended Roster (vis-à-vis the Previous Season Roster) during the current season must be either from the dominant nationality or if from another nationality, he can only be one of no more than 2 players added (during the validation process or during the Season) of said other nationality.
    (ii) has no dominant nationality, then any player added to the Extended Roster (vis-à-vis the Previous Season Roster) during the current season can be only one of no more than 2 players added (during the validation process or during the Season) of said same nationality.

Note: A team can request to be granted a dominant nationality, if it has the same nationality as the Primary Nationality (article 9.2) which is shared by at least 2 players from the Previous Season Roster, and subject to no other team within the top 25 of the Season-End Team Ranking having the given nationality (for the purpose of this article a team, apart from the Primary Nationality, all the Secondary Nationality(ies) will be considered). If 2 or more eligible teams request being granted the same new dominant nationality, it will only be granted to the higher ranked team in Season-End Team Ranking.

1.9. All FIBA regulations, insofar applicable to 3x3 competitions, apply to the Pro Circuit. This 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) This 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 a Validated Team at any time during the Season.

(a) All teams finishing the prior season within the top 40 of the Season-End Team Ranking will be considered to continue in the new season and can request to be an On-Going Team (subject to complying with article 1.7),

(i) For Patron-based teams finishing the prior season within the top 40 of the Season-End Team Ranking, it will be assumed that the Team Manager shall remain, except if the Patron request its change.

(ii) For Player-based teams finishing the prior season within the top 40 of the Season-End Team Ranking, it will be assumed that the Team Manager shall remain except if the majority of players in the Previous Season Roster agree to change the Team Manager. In case of a tie, the highest ranked player has the deciding vote.

(b) All other teams will be considered to create a new team in the validation process

2.3. The team validation process shall be conducted through the FIBA 3x3 online platform as follows:

(a) Step 0: Follow the validation process as set out in Appendix 3.

(b) Step 1 (Nomination): The Team Manager nominates the players of the Extended Roster. Only eligible players according to article 2.4 can be nominated and players cannot be nominated to 2 different teams at the same time.

(c) Step 2 (Acceptance): Each nominated player accepts the nomination, acknowledges patron, if any, and submits the information required for registration.

(d) Step 3 (Team Validation): FIBA validates (within 5 business days) the team provided the requirements set out in the present Handbook are fulfilled for:

(i) the Team Name and commercial suffix, if any (refer to article 9); and

(ii) the Extended Roster (refer to articles 1.7, 1.8 and 3.3).

2.4. The eligibility criteria for a player to join a Validated Team are the following:

(a) The player must turn at least 19 years old in the calendar year of the current WT Final.

(b) The player must hold a valid passport and submit (or have previously submitted) a readable digital copy of the passport when accepting the nomination.

The nationality of the player, for the purposes of this Handbook, will be that of the passport used for verification.

2.5. Validated Teams with non-verified players, i.e. that have not submitted a readable digital passport, that have already played in a Pro Event will:

(a) Not be considered for Replacement Slot(s);

(b) Not be eligible to receive prize money nor appearance fee,

until article 2.4(b) is fully complied with by all its players.

For the avoidance of doubt, the verification of players may take up to 10 business days.

2.6. The nominated players who have accepted nomination initially become an Accepted Player and thereafter shall become a Confirmed Players (see below article 2.8), once and if:

(a) He is an NL-Player or a CC-Player (Appendix 6), or

(b) He is a top 3 ranked player of his team at the moment of the team's first successful Automatic Allocation, or

(c) He has been confirmed following clause 3.3 (c), or

(d) He has played for his team in a Pro Event, or

(e) He is either a top 2 player or top 4 player of his On-going Team (see article 3.4)

(f) He is a Replacing Player that has accepted nomination.

2.7. A team can be validated by FIBA only if (in principle)
(a) It is an On-going Team, or
(b) It enters the top 40 teams with their pending roster (based on the Team Ranking at the point of validation), or
(c) It has qualified to a Pro Event, or
(d) It has received a Wild Card to play in a Pro Event

2.8. Confirmed Players are assigned to a Validated Team for the entire Season and cannot be nominated to nor play for another Validated Team in any Pro Event during the same Season. The FIBA 3x3 online platform provides a time stamp and reason for when and why an Accepted Player has become a Confirmed Player.

2.9. Players are allowed to transfer and to team-up with other players including 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.

2.10. Validated Teams can only replace 2 Confirmed Players as described under article 3.4 and 3.5.

2.11. Only Validated Teams can pre-register to Challengers in order to be eligible for Automated Allocation (see article 4.2 and 4.4 below).

2.12. Only On-going Validated Teams can become Hard-Seeded Teams, as follows: after the official announcement of the Season by FIBA, the top 10 Validated Teams based on the Season-End Team Ranking may become Hard-Seeded Teams (subject to the terms and conditions applying to Hard-Seeded Teams pursuant to the FIBA Participant Entry Form for 3x3 Official Competitions for the respective Season). If a top 10 Validated Team does not submit timely its ranked preferences (see art 5.4), then it does not become a Hard-Seeded Team and FIBA will invite the next-best ranked team in the Season-End Team Ranking instead.

2.13. 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. Team Rosters and Eligibility

3.1. All Validated Teams must comply with the rules mentioned or referred to in this Handbook including the provisions of this article.

3.2. The Event Roster shall be comprised of exactly 4 players who are available, able, and eligible to play in the event. However, a team with 3 players at the start of its first game will be allowed to play subject to a monetary sanction as (Annex 1). A team with 2 players or less at the start of a game is ineligible to play.

3.3. An Extended Roster must comply with the following criteria:
(a) Consist of minimum 3 players (sometimes 4) and maximum 6 players.
(b) Minimum 2 players in the Extended Roster must be of the Primary Nationality,
(c) Minimum 2 Confirmed Players must be the same players as in the team that qualified to the respective Pro Event at event registration, whereas in case of a Super League those 2 players have each to have scored at least 2,0 points in average (using the total number of games played by team as numerator in Super League). If after the corresponding Pro Event, the team does not yet have (or cannot be automatically made after the Pro Event to have) 2 Confirmed Players (see article 2.6) that have played in the corresponding Pro Qualifier, then violation of this article will lead to a fine and an adjustment in the Automated Slots (see Annex 1).

3.4. Furthermore, the Extended Roster of On-going Teams has the additional requirements (Appendix 5):

(a) In the case of an existing Patron-based Team: the top 2 On-going Players at the corresponding validation date (Appendix 2) must continuously belong to the Extended Roster until the team has played 9 Pro Events.

(b) in case of a Player-based Team and/or a newly created Patron-based Team converted from a Player-based Team: the top 4 On-going Players at the corresponding validation date (Appendix 2) must continuously belong to the Extended Roster until the team has played 9 Pro Events.

3.5. Notwithstanding the above, a Validated Team can change up to 2 Confirmed Players from the Extended Roster during the Season subject to the various restrictions (see Appendix 7 and 8) by paying the fee mentioned in Annex 1 (the administrative process of change of player can take up to 10 working days); subject to any restriction related to 1.8 and 3.4:

(a) A Confirmed Player can only be removed from a Validated Team, if replaced by a Replacing Player that has accepted nomination

(b) A Leaving Player cannot play during the current season for another Validated Team, but can rejoin the same Validated Team he left, subject to paying the administrative fee (Annex 1) and complying with the maximum number of changes of Confirmed Players.

However, Accepted Players can be substituted anytime by any player from same nationality and be then nominated (and eventually play) for another Validated team.

3.6. Replacing Players added to the Extended Roster via article 3.5are only eligible to play in the WT Final, if they have played at least 1 Pro Event during the Season.

3.7. A Leaving Player cannot be nominated to a different Validated Team during the same Season, but can be nominated again to the team in which he was initially replaced (subject to being the second replacement).

3.8. 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.

4. Allocation of Challenger Slots

4.1. A Challenger is, in principle, comprised of 16 teams. 10 teams are allocated to the main draw and 6 teams are allocated to 2 qualification draws of 3 teams each. The winner of each qualification draw qualifies to the Challenger's main draw. FIBA reserves the right at its sole discretion to not hold qualification draw(s) at a given Challenger.

4.2. The slots in the Challenger are allocated as follows:

(a) **5** through Wild Cards granted by the Challenger's host (thereof 2 to the Main Draw and the remaining 3 as per the pool seeding process (article 8))
(b) **6-8** allocated by FIBA first via Pre-Allocation, if any, and then via Automated Allocation per article 4.3 et seq. to the main draw)
(c) Variable amount of FIBA-selected Lite Quests and Super Leagues, if any
(d) Variable amount of Performance Slots (such as FIBA 3x3 U23 World Cup derived one), if any
(e) Variable amount of Replacement Slots (and Stand-by Slots), if any
(f) Variable amount of Wild Cards, if any, granted by FIBA.

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 Replacement Slots and/or Stand-by Slots.

4.3. 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 4.4 and 0). In addition, teams can establish direct negotiations with a Challenger's 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.

4.4. The top 25 On-going Validated Teams based on Season-End Team Ranking (whereas if any top 25 team at season-end is not both, validated and On-going, at the given deadline, it will be substituted by the next-best ranked On-going Validated Team instead) can request the pre-allocation to different Challengers. Such teams must submit their ordered preferences by the deadline indicated by FIBA, that will not be later than the first WT Masters (see Appendix 2). FIBA reserves the right to initiate a second or (successive) Pre-Allocation batch(es) during the Season.

Pre-Allocation will be done following preferences of order, availability and FIBA's discretion; but with the following limitations:

- not more than 2 Pre-Allocation slots per team;
- not more than 2 Pre-Allocation slots per Challenger;
- only 1 Hard-Seeded Team per Challenger;
- only 1 team from the same Team Nationality per Challenger.

If a Challenger with teams that were allocated via Privileged Invitation is being cancelled, then the teams allocated via Privileged Invitation will be allowed to request an extraordinary Pre-Allocation without the aforementioned restrictions. In principle, only 1 team can be reallocated to the same Challenger, prioritising the higher ranked team in case of conflict.

Once allocated to a Challenger via Pre-Allocation, a team is considered qualified to such Challenger and its participation confirmed. A team that is confirmed via Pre-Allocation cannot cancel its participation. Teams that cancel their participation in a Challenger assigned via Pre-Allocation will be subject to the fines foreseen for recidivist in Annex 1 with the only exception of teams that qualify to a concurrent World Tour.

4.5. The Automated Allocation will not take into account any teams with overdue fines and takes place 5 Wednesdays before the respective Challenger, at 10:00 UTC. It follows the below process **among the pre-registered Validated Teams.**

The same team can be automatically 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. FIBA may consider, at its sole discretion, reducing the aforementioned gap between Pro Events to one full day on a case-by-case basis and will inform all teams 3 months before the given Pro Event.

As a general principle, no more than 2 teams from the same Team Nationality (**taking into account the Pre-Allocation)** can be automatically allocated.

Subject thereto, **after considering Pre-Allocation**:

(a) First, a maximum of **3 teams out of the top 10** teams in the Team Ranking at the time of Automated Allocation will be allocated, by applying in sequence the following criteria
   i. **Pre-Allocation slots**, if any;
   ii. **lower number of slots obtained through Automated Allocations thus far during the current Season corrected by certain adjustments* ("Automated Slots");**
   iii. **Team Ranking** (top to bottom).

(b) Second, **1 slot to the team with the largest negative number of Automated Slots within the teams ranked 26 or worse (if any)** in the Team Ranking by applying Team Ranking (top to bottom) as tie-breaker if required.

(c) Third, a maximum of **4 teams out of the teams ranked 11 to 25** in the Team Ranking at the time of the Automated Allocation will be allocated, by applying in sequence the following criteria
   i. **Pre-Allocation Slots**, if any.
   ii. **lower number of Automated Slots**
   iii. **Team Ranking** (top to bottom).

(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 teams ranked 26 to 40** in the Team Ranking at the time of the Automated Allocation:
   i. **lowest number of Automated Slots**,
   ii. **Team Ranking at the time of Automated Allocation** (top to bottom).

(e) Fifth, if not all slots available in the Automated Allocation have been allocated through the process under (a), (b), (c) and (d) above, the **remaining slots are allocated by applying in sequence the following criteria** among the remaining pre-registered and Validated Teams:
   i. **lowest number of Automated Slots**,
   ii. **Team Ranking at the time of Automated Allocation** (top to bottom).

(f) Unallocated slots after completion of the process under (a), (b), (c) (d) and (e) above become Replacement Slot and/or Stand-by Slots.

***Adjustments to Automated Slots:**

1. This number will **decrease by 1** for every Pro Event win in the current Season.
2. This number will **decrease by 1** for every participation in a final of a Challenger that qualifies to a WT Masters to which team is already qualified via Privileged Invitation or a prior Challenger.
3. Only applicable to teams playing in Main Draw: this number will **increase by 1** for each final standing in a Pro Event 6 positions worse than seeding and, in case of reaching semifinals (only applicable to teams with players in the Extended Roster who do not have a sanction resulting from a violation of Art 11 of the Participant Entry Form), this number will **decrease by 1** for each final standing in a Pro Event 6 positions better than seeding.
4. This number will **decrease by 2** for the Validated Team among the teams that have played at least in 3 games in the Main Draw of a Pro Event and that have an average age of Confirmed Players (including those replaced during the Season) of U25, that has the highest win ratio (tie-breaking by team ranking) on **1 July**.
5. This number will **increase by 1** (up to a maximum of 3) for each of the first three Confirmed Players in the current season and who belonged to the Previous Season-Roster of another team that finished the preceding season within top 25 in Season-End Team Ranking. Excluded from this clause are the teams in the current season deriving from a team within the top 25 of the Season-End Team Ranking.
6. This number will **decrease by 2** for each missed qualification to World Tour due to the exceptions stipulated in 5.2.

7. This number will **decrease by 1** for each foregone Challenger, in case the team later qualifies to a concurrent WT Masters.
8. This number will **increase by 1** for every awarded Replacement Slot or Stand-by Slot in a Pro Event at the moment when the slot is awarded.
9. This number will **increase by 1** for each slot awarded via Pre-Allocation on the corresponding Wednesday after the Challenger's Automatic Allocation.
10. FIBA will **increase the number** as foreseen in Annex 1.
11. On-going Teams ending the prior season with a negative number of Automated Slots of **-1**, will **start** the current Season with a number of Automated Slots of **-1.** On-going Teams ending the prior season with any other negative number, will start the current Season with a number of Automated Slots of **-2.**

4.6. Teams allocated via 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, in principle, a Replacement Slot.

Allocated slots that remained unused pursuant to this article will not count towards Automated Slots purposes.

4.7. Replacement Slots to Challengers can be assigned by FIBA to fill unallocated slots (due to cancellations or any other reason) to Validated Teams (that are not already registered to a concurrent Pro Event) opting for a Replacement Slot on the FIBA 3x3 online platform. Such replacement process will immediately start once such need is known and operationally reasonable and shall always take place after the corresponding Automatic Allocation process to the relevant Challenger has been executed. Only Validated Teams not owing FIBA, either directly themselves or any of its nominated players from time to time during the Season, any overdue fines or indemnities, are eligible for a Replacement Slot. Subject thereto:

(a) First, within the opting (and being eligible) Validated Teams ranked top 40 or a win ratio in the Pro Circuit (main draw only, play-in excluded) of 50% or higher at replacement time, [ignoring teams from the Team Nationality with already 1 team allocated via Automated allocation or Replacement Slots], will be allocated, by applying in sequence the following criteria:

- **lower number of Automated Slots** at replacement time**;**
- **Team Ranking at replacement time** (bottom to top)**.**

(b) Second, if there are unallocated slots after completion of the process under (a) above, then the process will be repeated within all Validated Teams opting (and being eligible) for a Replacement Slot by applying Team Ranking at replacement time (top to bottom).

(c) Unallocated slots after completion of the process (b) above become Stand-by Slots. FIBA reserves the right to allocate (and seed) Stand-by Slots at its sole discretion if the start of the replacement process is less than 12 days before the given Challenger.

Teams assigned a Replacement Slot shall be obliged to participate in the respective Challenger and will be considered confirmed, with the exception of force majeure proven to FIBA's comfortable satisfaction; teams that cancel their participation in the assigned Challenger will be subject to the fines foreseen for recidivist in Annex 1 and will be banned from being assigned Replacement Slots, Stand-by Slots or FIBA Wild Cards in Pro Events for the remainder of the Season. Teams assigned a Replacement Slot are expected to have the required visas and be able to travel.

5. Allocation of World Tour Slots

5.1. A WT Masters may have 1 or several Qualification Draws of 3 teams each. In principle, each Qualification Draw qualifies 1 team to the Main Draw. FIBA reserves the right at its sole discretion to cancel Qualification Draw(s) at a given WT Masters.

5.2. The slots in the Main Draw of a WT Masters are allocated by FIBA (except host's Wild Card) as follows:

(a) Performance Slots (if any);

(b) **1** through a Wild Card granted by the WT Masters' host;

(c) **Maximum 12** from Challengers selected by FIBA; several teams of each specific Challenger are qualifying to a designated WT Masters based on the standings of said Challenger and taking into account the following exceptions:

i. If a team was amongst the qualified ranked team but was already previously qualified to the designed WT Masters, then the next in the Challenger's standings is qualified instead.

ii. Each qualified team from the same Challenger shall be associated with a different nationality. Thus a team fulfilling the standings criteria to qualify for the WT Masters will not be qualified (see adjustments to Automated Slots in point 6 of article 4.5) if a better classified team in the Challenger is associated with the same Team Nationality. In such a case, the next best classified team that does not have a conflicting nationality shall qualify instead.

(d) Wild Card(s), insofar applicable, granted by a Pro Event's host;

(e) **Any remaining slots will be reserved to WT Qualifiers (insofar as not allocated to Qualification Draw), FIBA Wild Cards and Qualification Draw(s);**

i. When selecting the WT Masters to which slots from Quest(s) will be allocated, FIBA may consider geographical criteria and visa requirements.

ii. 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.

Replacement Slot(s) will be allocated per seeding rules (Art. 8).

5.3. In the event that a Pro Qualifier has not been requested to FIBA by 31 March, the respective slot(s) related to such Pro 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-End Team ranking	Number of WT Masters
1	4 WT Masters
2	3 WT Masters
3	3 WT Masters
4	3 WT Masters
5	3 WT Masters
6	2 WT Masters
7	2 WT Masters
8	2 WT Masters
9	2 WT Masters
10	2 WT Masters

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 forcefully allocate to WT Opener and WT Masters. However, FIBA will take into consideration, insofar possible, the preferences of the Hard-Seeded Team prioritizing the higher ranked.

Top 10 Validated Teams must submit their ranked preferences by the deadline indicated in Appendix 2. 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 or declines the allocation done by FIBA, it will be substituted by FIBA at its sole discretion. 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 or to any of the WT Masters on a list if so provided by FIBA no later than the WT Opener, after the Hard-Seeded slots have been allocated.

(b) The top ranked team of the prior's season will be allocated to the first available WT Masters or to any of the WT Masters on a list if so provided by FIBA no later than the WT Opener, after the Hard-Seeded Team and the winner of prior season's WT Final slots have been allocated.

(c) The top team in the WT Standings before the WT Final of prior's season will be allocated to the first available (and not yet qualified to) WT or to any of the WT Masters on a list if so provided by FIBA no later than the WT Opener, after aforementioned (a) and (b) have been performed.

(d) The winner and runner-up of the WT Opener will be allocated to the first available (and not yet qualified to) WT or to any of the WT Masters on a list if so provided by FIBA .

(e) If a season has more than 10 WT Masters, then Performance Slots to the WT Masters preceding the WT Final will be allocated to minimum 2 teams with the highest number of won games in Pro Events' Main Draw (tie-breaking by Season's win percentage and thereafter by team ranking) 3 Wednesdays before said last WT Masters, at 10:00 UTC.

(f) Performance Slots, if any, to any other WT Masters at FIBA's discretion following the spirit of this Handbook.

(g) FIBA 3x3 U23 World Cup derived Performance Slot.

(h) FIBA 3x3 Champions Cup derived Performance Slot that are awarded by a Federation to team(s) of the same Primary Nationality (that are required to have 4 players of said nationality).

Note for seeding purposes: only the teams in the aforementioned letters (a), (b), (c), (d) will be guaranteed to be allocated to the Main Draw.

5.6. Replacement Slots to WT Masters can be assigned by FIBA to fill unallocated slots (due to cancellations or any other reason) to Validated Teams. Such replacement process will immediately start once such need is known and operationally reasonable. Only Validated Teams not owing FIBA, either directly themselves or any of its nominated players from time to time during the Season, any overdue fines or indemnities, are eligible for a Replacement Slot. FIBA reserves the right not to consider teams that are already registered or qualified for a concurrent Challenger. Subject thereto:

(a) First, within Validated Teams ranked in top 40, [ignoring teams with the same Team Nationality that have already 1 team allocated to the given WT Masters via Hard Seeded, Challengers or Replacement Slots] by applying in sequence the following criteria:
- **Highest win ratio** (subject to being (main draws only, play-in excluded) **50% or higher** in the Pro Circuit) at replacement time;
- **Team Ranking** at replacement time (top to bottom).

(b) Second, if there are unallocated slots after completion of the process under (a) above, then the process will be repeated without the highest win ratio criteria and applying only the Team Ranking at replacement time (top to bottom).

(c) Third, if there are unallocated slots after completion of the process under (b) above, then the process will be repeated without nationality restrictions.

(d) Unallocated slots after completion of the process in (c) above become Stand-by Slots. FIBA reserves the right to allocate Stand-by Slots, at its sole discretion, if the start of the replacement process is less than 12 days before the given WT Masters.

Teams assigned a Replacement Slot shall be obliged to participate in the respective WT Masters and will be considered confirmed, with the exception of force majeure proven to FIBA's comfortable satisfaction. Teams that cancel their participation in the assigned WT Masters will be subject to the fines foreseen for recidivist in Annex 1 and will be banned from being assigned Replacement Slots, Stand-by Slots or FIBA Wild Cards in Pro Events for the remainder of the Season. Teams assigned a Replacement Slot are expected to have the required visas and be able to travel.

5.7. The qualifier allocation to WT Masters, except for the last one of the Season, will guarantee the identification of 3 qualified teams (except host's Wild Card) latest 3 Tuesdays before the corresponding event.

5.8. 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 Pre-Allocation
(b) via the Automated Allocation process
(c) as a Hard-Seeded Team
(d) via a Challenger
(e) via a Replacement Slot to a Pro Event
(f) to WT Final

will receive an appearance fee from FIBA calculated on the basis of their country and the location of the Pro Event according to the table in Annex 2 (in case a team does not participate in a Pro Event for which it has qualified or was allocated to, the appearance fee shall not be granted). See Annex 2.

7. Qualification to a Pro Event

7.1. FIBA reserves the right to modify allocation to a Pro Event at its entire discretion, even after a team has won a Pro Qualifier (e.g. to guarantee universality in nationalities in said Pro Event).

7.2. Teams and players are allowed to qualify to any of the Pro Events, however players are bound to the roster restrictions mentioned in this Handbook. Furthermore, FIBA reserves the right to limit eligibility to qualify from a Pro Qualifier to a Pro Event only to teams and players from the same region as where the relevant Pro Qualifiers took place.; Such limitation will be properly communicated in advance.

7.3. Teams (including Team Manager) qualifying to a Pro Event must be identified within the foreseen timeline at the end of the qualifying event (other than Challengers) by the host. The team's players, if not yet part of a Validated Team, must undergo the team validation process with FIBA within 5 days from the end of the Pro Event qualifier.

7.4. If a team qualifies to 2 Pro Events taking place with less than 2 days in between the relevant events, FIBA has the sole decision to determine if participation in both events is feasible.

7.5. If a team qualifies to a WT Masters after being already qualified to a concurrent Challenger, such team has 48h to decline participation in such WT Masters, otherwise it will be automatically upgraded from the Challenger to the WT Masters.

7.6. In principle, except if otherwise regulated, qualified teams (from Pro Qualifiers or Challengers), subject to being Validated Teams, are automatically registered in the respective Pro Event and will have 10 days counted from the qualification day to decline their participation in the respective Pro Event. If the team has not yet been validated, it must submit all required documents and information for the validation process within 5 days of the qualification date. Incomplete submissions or submissions with missing information will not be considered, and failure to comply within this timeframe will result in the team forfeiting its slot and being deemed to have declined participation.

If the Pro Event qualifier is held less than 20 days before the Pro Event, the qualified team has until 16:00 UTC on the day after qualification to undergo team validation or to decline its participation in the respective Pro Event if required.

If the qualified team decline its participation or the validation 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 the slot at its discretion. If the team does not decline participation within the given timeline, its participation is considered confirmed.

7.7. Once a team has confirmed its participation in a Pro Event, its participation is mandatory. Event Rosters (and team travel details) must be confirmed on the FIBA 3x3 online platform 10 days before the event, except if otherwise specified by FIBA for visa purposes or alike; non-compliance will lead to a fine as per Annex 1. 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.

7.8. The 10 best-ranked teams in the WT Standings after the last WT Masters and, in FIBA's sole discretion, an undefined number of teams with the highest number of won games in the Main Draw of Pro Events (in the event of a tie, considering first the win percentage during the Season and thereafter the team ranking), excluding the aforementioned top 10 best-ranked teams in the WT Standings are qualified to the WT Final.

7.9. 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.

7.10. If FIBA requires Stand-by Slots to fill missing slots in a given Pro Event (respectively WT Masters or Challenger), those slots will be awarded at FIBA sole's discretion only to Validated Teams not suspended or owing FIBA, either directly themselves or any of its nominated players, any overdue fines or indemnities.

Teams accepting a Stand-by Slot shall be obliged to participate in the respective Pro Event and will be considered confirmed, with the exception of force majeure proven to FIBA's comfortable satisfaction; teams that cancel their participation in the assigned Pro Event will be subject to the fines foreseen for recidivism in Annex 1 and will excluded from being assigned Replacement Slots, Stand-by Slots or FIBA Wild Cards for the remainder of the Season. Teams assigned via a Stand-by Slot are expected to have the required visas and be able to travel.

7.11. Each Pro Event will have a technical meeting (in principle) at 2000 local time on the day before the start of the event during which passports will be checked, amongst other administrative matters. Attendance by a team representative is mandatory; non-compliance will lead to fines (See Annex 1).

8. Pool Seeding

8.1. Teams are seeded based on the Team Ranking and placed in pools based on their seeding number, in principle, by 3 Wednesdays before the Pro Event at 16:00 UTC. The seeding for the WT Final is done 2 Wednesdays before. For the avoidance of doubt, in the case that not all teams are known at the moment of seeding, placeholder(s) will be used. When teams become known, they shall be substituted into such placeholders, starting with the better seeding number. If 2 or more teams are substituted simultaneously, the higher ranked team shall be allocated to the better seeding number.

8.2. Teams will be assigned to a WT Masters' Main Draw or qualification draw as follows:
   a) direct to Main Draw: Wild Cards as per the relevant contract, the top 2 teams in the standings of the qualifying Challenger, the top team of the qualifying SuperQuest, the teams of the qualifying Super League, Performance Slots awarded as per article 5.4, other Performance Slots (if so foreseen);
   b) the remaining teams, which may come, for example, from a Quest, are assigned to the Main Draw or qualification draw based on seeding number.

8.3. Teams will be assigned to a Challenger's main draw or qualification draw as follows:
   a) direct to Main Draw: 2 of the host's Wild Cards, slots derived from Pre-Allocation & Automated Allocation, Performance Slots (if so foreseen);
   b) the remaining teams, which may come, for example, from a Lite Quest, are assigned to the Main Draw or qualification draw based on seeding number.

8.4. In case a slot in the Main Draw of a Pro Event requires being filled after the seeding, the substitute team will be selected in this order: Stand-by Slot, if any, highest standings within Qualification Draw teams (ex-winners), then any local team, and lastly any available team (by team ranking order) at FIBA's discretion. If a Qualification Draw in a Pro Event is reduced to 2 teams and an additional team is required, the additional team will be selected in this order: any local team, and then any available team (by team ranking order) at FIBA's discretion.

8.5. 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 that does not comply with the below rules or 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 5 of the FIBA Internal Regulations).

9.2. The name of a Validated Team will represent (preferentially) the name of the team's own city and will determine the IOC code of the team; the team´s Primary Nationality will be assigned according to the IOC code of the corresponding country. Should a team's name be based on a commercial brand (see clause 0(i)), the team shall self-assigned the IOC code during the team validation process.

9.3. Team Names must comply with the below requirements:

(a) The team name can have a length of maximum 13 characters, including spaces.

(b) If the patron is a Federation, then the Primary Nationality determined by the team name must correspond to the IOC code of the Federation.

(c) On-going Teams as well as team with an Extended Roster comprised of 2 or more players from a last season's Validated Team within the top 40 at the end of the Season must **keep the team name of the previous Season**, unless otherwise permitted under article 9.4. However, the commercial suffix, if any, can be changed (see article 0 below). Special cases:

i. Teams who do not finish within the top 40 at the end of the Season forego the right to their team name.

ii. In case of Player-based team break-up resulting in two or more teams wishing to use the same team name, in principle and subject to FIBA's discretion, the highest ranked player after the WT Final of the previous Season has the right to use the team name for the upcoming Season;

iii. Any new team from the same city must select a name within the framework of the present rules in order to distinguish itself accordingly. Names of internationally recognized cities must represent such city (e.g. Paris FRA, but the Texan-located Paris USA is not allowed).Similarly, names of obscure, unknown cities with no relationship to a Pro Event are not allowed.

iv. Patron-based Teams will have an initial pre-emption option, albeit not right, on the team name, subject to FIBA's final approval and sole discretion.

(d) In case multiple teams from the same city and/or with the same city name enter the Pro Circuit in the same Season, they must select one of the following options:

i. Naming after a quarter (e.g. NY Queens)

ii. Use of historical city name (e.g. Lutecia instead of Paris)

iii. Geographical landmarks such as rivers or peaks (e.g. Tibidabo)

(e) 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.

(f) Abbreviations are allowed only if they are generally accepted and represent geographical location (e.g. NY Queens)

(g) 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.

(h) Controversial names, or names that in FIBA's opinion can create controversy, are forbidden.

(i) In principle, NGO names and universities (e.g. SP YMCA, Paris INSEAD) as well as certain commercial brands and world-renowned sports clubs are allowed, subject to FIBA's discretion

i. Commercial brands, if authorised, shall only be used as a standalone team name without a commercial suffix and can only be used by Patron-based Teams

(j) The team name shall be in English unless otherwise approved by FIBA in its sole discretion.

9.4. Teams must adhere to the following conditions when considering changing team name:

a. Hard-Seeded Teams finishing within the top 5 in the Season-End Ranking and accepting participation in the Reward Programme (article 10)	Cannot change name
b. On-going Teams benefiting from Performance Slots in 5.5 (a), (b)	Cannot change name*
c. Other Hard-Seeded Teams	Hard-Seeded Teams cannot change team name again, if they have held a new name for 3 seasons or less**. A change of team name is subject to a fee (Annex 1)
d. Other On-going Teams	A change of team name is subject to a fee (Annex 1)
e. Other Top 40 Teams (based on Season-end Ranking)	Must request FIBA's authorisation that will not be unreasonably withheld

* Letter 9.4 b. above does not apply in case of a Patron-base Team and (i) the patron being a World Tour promoter and namesake of the team or (ii) the patron being a world-renowned club and the club name is namesake or (iii) the team has commercial name; however new name has to be held for at least 3 seasons.
**Transitional rule for letter c. above in 2026: in principle, such a change of team name will be prohibited, subject to exceptional approval and subject to paying a fee (Annex 1).

Without prejudice to the above rules, Validated Teams are allowed to use a commercial suffix of maximum 10 characters that can be requested at any time during the Season. This suffix will not be considered part of the team name and can be changed every Season, but not within the same season.

9.5. The suffix, and any team name containing a commercial brand, shall not be the name of a city or be associated with companies in categories reserved to FIBA in 3x3 (i.e. athletic apparel, sports footwear, energy drinks, hard alcohol, online casino, basketballs, sports equipment, timekeeper, broadcasters if in conflict with other FIBA commitments, 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 as well as comply with Article 1-60 of the FIBA Internal Regulations. In case of a sponsor in the alcohol, betting or lottery category the prior approval from FIBA is required (and a standard FIBA fee per Annex 1). The provisions of article 9.1 above apply also to commercial suffixes.

10. Prize Money & Reward Programme

10.1. Prize money, including individual prize money, earned at Pro Events 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.

10.2. During the team validation process, teams must provide one single bank account to which prize money will be transferred. Such bank account cannot be changed during the season without just cause and after paying the corresponding fee (Annex 1). The prize money will be transferred in its totality (after applying applicable deductions, if any) to such bank account only. Teams are responsible for paying the relevant taxes and other charges, if any, on all amounts received from FIBA.

10.3. The teams and individual prize money (in USD) for the current Season will be announced prior to Pro Season start. Such announcement will become Annex 2 to this Handbook.

10.4. The On-going Teams ranked in the top 5 in the Season-End Team Ranking are eligible to and may participate in a reward programme, if such programme is offered, and subject to the fulfilment of the relevant terms & conditions that will be communicated before the start of the team validation process.

11. Standings Due to Force Majeure

11.1. If a Pro Event had started (i.e. at least one game was 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).

12. Sanctions & Fines

12.1. In case of violations of the administrative provisions of this Handbook, in accordance with article 6-122, of the FIBA Internal Regulations, FIBA may at its discretion:

(a) either open disciplinary proceedings and seek appropriate punishment with regard 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.

12.2. If a team cannot prove the presence of a ready-to-play Event Roster at the technical meeting, that team may be substituted by FIBA and in that case is deemed to have cancelled participation.

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 Standings 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 and fee against a team's prize money, even if the violation was committed by one member of the team alone and/or if the violation was committed before the fined player joining the team.

13. Commercial Signage at Pro Events

13.1. FIBA will provide mandatory and complimentary standardized Uniforms (jersey and short) to teams participating in Pro Events ("**Uniforms**"). Its use in other events than Pro Events is expressly not allowed.

13.2. The provisions of the FIBA Participant Entry Form for 3x3 Official Competitions, which include the Pro Events, apply to temporary and permanent tattoos (jointly "Tattoos") and to commercial signage on Uniforms' jerseys and shorts (jointly "Marks") and on garment.

13.3. Team advertising at Pro Events in the form of Tattoos, garment and Marks of commercial nature (jointly "Commercial Signage") is allowed subject to the provisions of the FIBA Participant Entry Form and this Article.

(a) Marks are not allowed in the categories of athletic apparel, sports footwear, timekeeper, energy drinks, hard alcohol, online casino, sports equipment and basketballs. FIBA reserves the right to add additional restricted categories before the validation date of Hard-Seeded Teams (See Appendix 2), but prior sponsorship agreements of teams will be respected for a maximum length of 2 new additional seasons. Marks in the alcohol, betting and lottery categories are subject to FIBA's prior approval and the payment of a standard FIBA fee (as per Annex 1).

(b) Commercial Signage has to abide by each event's host country regulations. It is each team's responsibility to ensure compliance with local laws.

(c) 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 5 of the FIBA Internal Regulations, see also in particular article 1-60). This applies, without limitation, to any reference to pornography, weapons, tobacco, unauthorised betting company or hard alcohol.

13.4. Tattoos violating the applicable rules are not allowed and must be covered or, in exceptional cases, disguised with FIBA's approval. Garments violating the applicable rules are not allowed and must be removed. Marks violating the applicable rules are not allowed and the affected Uniforms must be substituted by Uniforms without branding, insofar possible; a replacement cost as foreseen in Annex 1 will be raised.

13.5. In principle, any income generated from Commercial Signage (after deducting any standard FIBA fee per Annex 1 for Marks), where allowed under the applicable rules, is retained by the team.

13.6. Commercial Signage on arms is subject to the following restrictions:

(a) Each player may display Commercial Signage on their 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.

13.7. The restrictions regarding Commercial Signage on garment apply mutatis mutandis to the Commercial Signage on arms.

13.8. Marks are subject to the following restrictions:

(a) All players of the same team must wear Uniforms with identical Marks, if any.

(b) Once a team uses a given Mark on short or jersey, that team may not use a different Mark on such short or jersey within the same Season.

(c) Marks must strictly follow the FIBA branding guidelines published on fiba3x3.com, be limited to the reserved space on the shorts' right leg and jerseys' upper right and must be black or white.

(d) FIBA's prior approval is required and may be withheld at FIBA's discretion.

13.9. Temporary tattoos and garments shall be produced by the Team, upon FIBA's prior approval of the designs. Temporary tattoos shall be black or white, whilst garment shall be of black textile with the Commercial Signage in white. Players with temporary tattoos infringing these guidelines will not be allowed to play and must either wash them off or cover them with undergarment.

13.10. If in doubt, players must seek FIBA's approval of any Tattoo, Mark and/or garment of commercial nature they wish to display.

13.11. FIBA retains right to enact special provisions to incrementally allow commercial signage on Uniforms during the season.

14. Ancillary Gear

14.1. Ancillary Gear has to follow the branding guidelines published on fiba3x3.com.

14.2. A rigorous “black is black” policy is applied to Ancillary Gear at all Pro Events; any ancillary gear (such as but not limited to socks, headbands, arm-sleeves, armbands, legbands, kneepads, pads and bands of any kind, undergarment, compression layers) other than for medical reasons has to be black.

14.3. Without prejudice of article 13, Ancillary Gear worn by players at a given Pro Event cannot display any commercial signage, except if approved in advanced by FIBA. If approved, Commercial Signage can only be white on black garment and has to comply with article 13.

15. Other Requirements

15.1. Players and team managers are required to download the FIBA3x3 Pro App (“Pro App”) available on Google Play Store and/or App Store.

15.2. Players must have agreed to the terms of the Participant Entry Form and upload any required document such as passports before their first participation in a Pro Event.

15.3. Teams shall plan and prepare in a timely manner their participation in Pro Events (including any travel requirements such as visas, certificates etc., if applicable). Each team shall be responsible and strictly liable for the obtention of the required travel visa(s) and fulfilment of the other requirements, to arrive and play in a Pro Event.

15.4. Players and any other participants must follow any protocol, including health protocols, that are available on the Pro App and on fiba3x3.com and updated from time to time by FIBA.

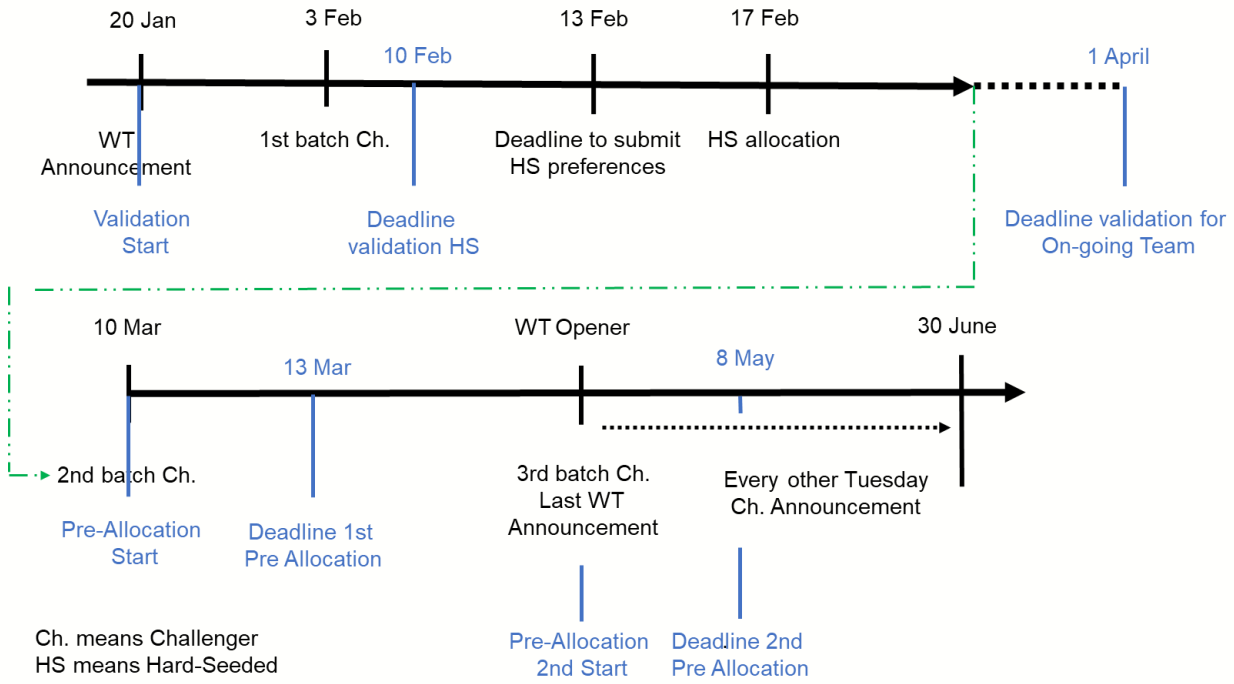
END.

Appendix 1

(applicable clause in bracket)	Patron-based		Player-based
	Federation ("NF")	**Other**	
Patron fee (Annex 2)	No	Yes	n.a.
On-going Team (1.7)	Top 2 On-going Players to continue until team has played 9 Pro Events **Exception:** Top 4 On-going Players to continue for new Patron-based teams that converted from a Player-based team		Top 4 On-going Players to continue until team has played 9 Pro Events
Prior season performance perks (1.7)	Subject to On-going Team: Patron to benefit, irrespectively of players transfers		Subject to On-going Team: players continuity is key
Player nationality (1.8)	Min. 4 from NF nationality	Only 2 players of a non-dominant nationality can be added (at season-start & during season)	No restriction
Team name (0)	Owned by patron		2 players from last season and in case of conflict, higher ranked keeps the name
Primary Nationality (0)	= NF	Subject to nationality rule as derived from team name	Free
Team manager (Definitions)	Patron names a manager in letter requesting status		Accepted during validation process by all players. Can be replaced by player's unanimity
Player replacement (n.a)	Patron's sole discretion		Requested by team manager, if replaced player declines, then majority of remaining players required

Appendix 2

Team validation timeline and other key deadlines:



Validation date:

- For Hard-Seeded Teams, the validation date is 10 February
- For all other teams, the validation date shall correspond to the actual date the team is validated
- For On-going Teams wishing to maintain such status, the validation date shall not be later than 1 April

Reminders:

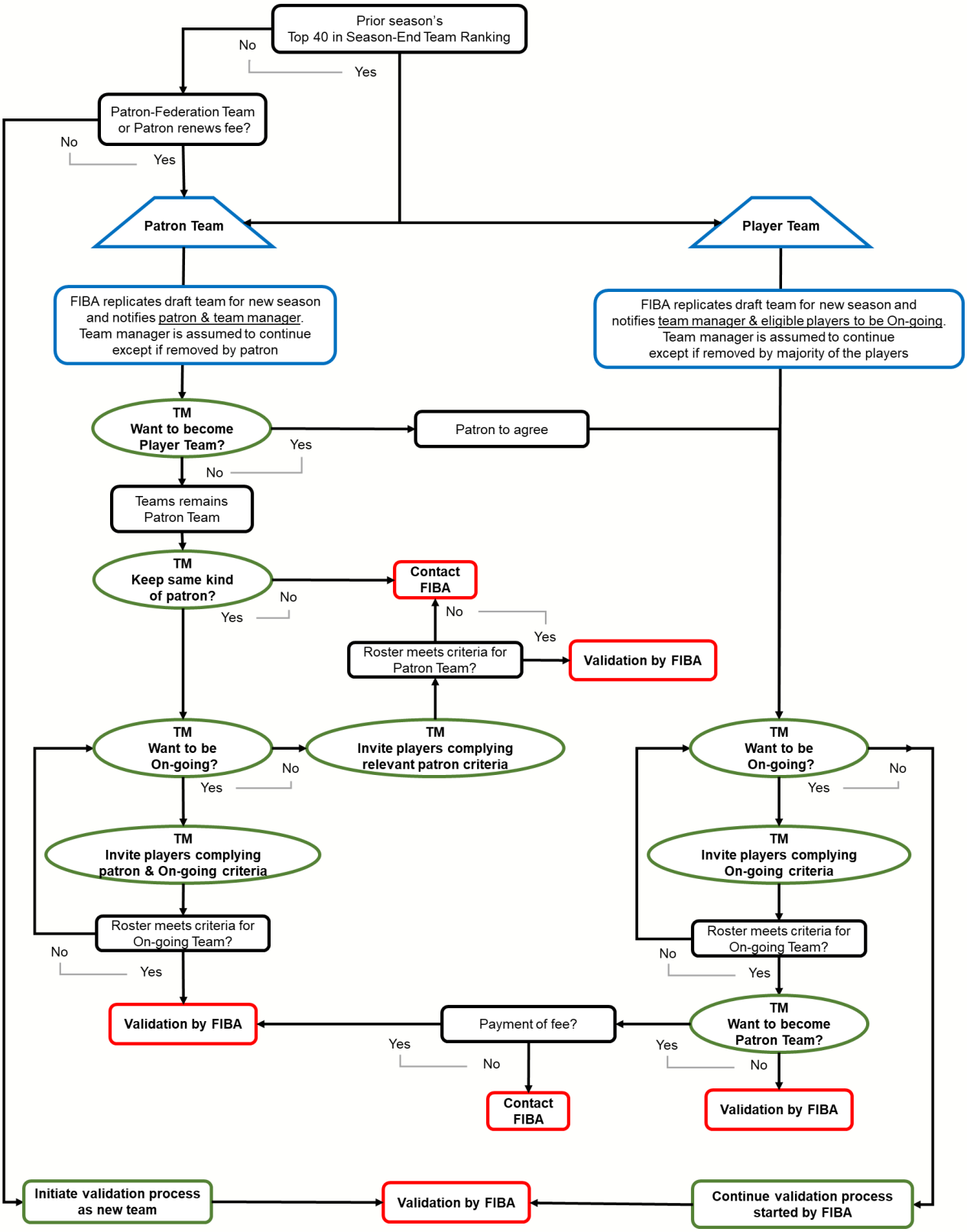
- Whilst FIBA may display team from the previous season teams on its website, only Validated Teams will be considered in new season for the matters of this Handbook; FIBA reserves the right to identify Validated Teams accordingly on its public websites
- On-going Team status and type is provided and fixed for the Season during the validation process, not a posteriori
- The first possible Challenger is 2 April, for which Automated Allocation is on Wednesday, 4 March
- Challengers can be announced until 30 June

Clarifications to the Top-25 On-going Validated Team ("Top25") (article 4.4) related deadlines:

- Only those that are within the Top 25 on 10 February are eligible to select uniform color per FIBA branding guidelines
- Only those that are within Top 25 on 10 March are eligible for Pre-Allocation on 11 March

Appendix 3

Team validation process:

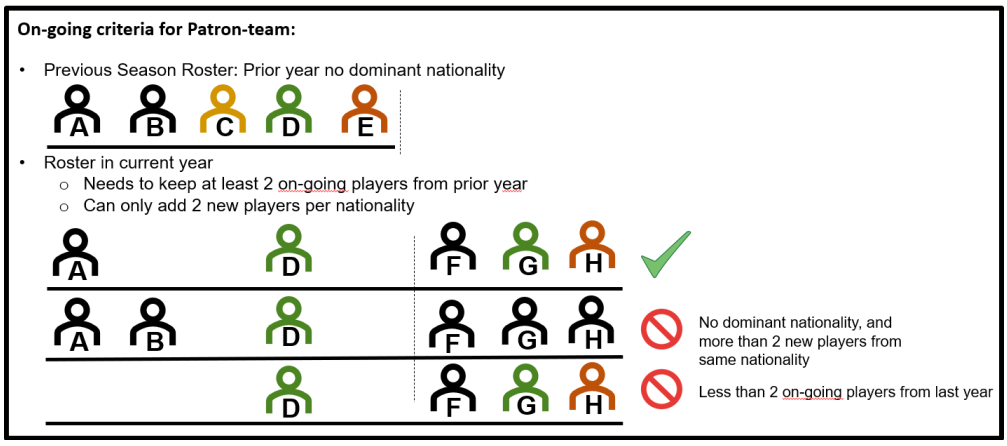


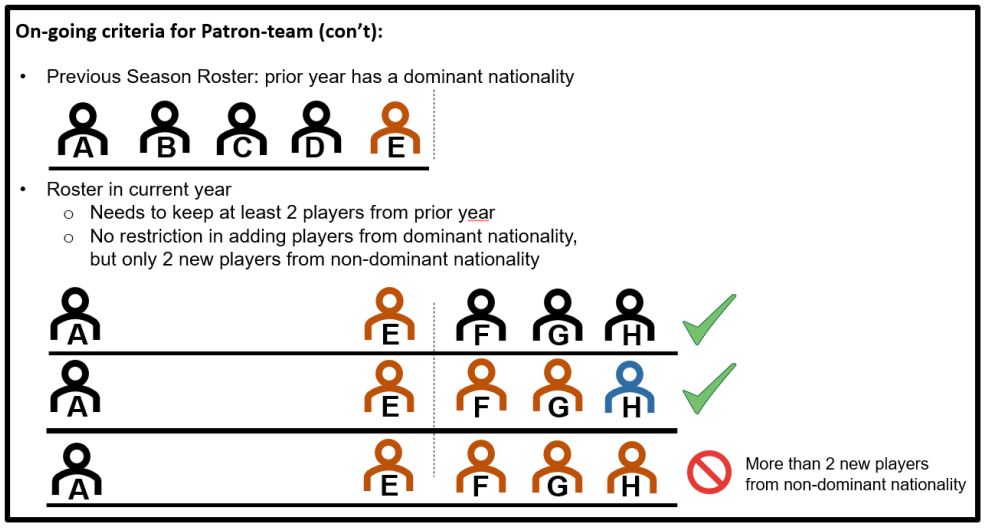
Appendix 4

Example of changes in Extended Roster of an On-going Team from prior year to current year.

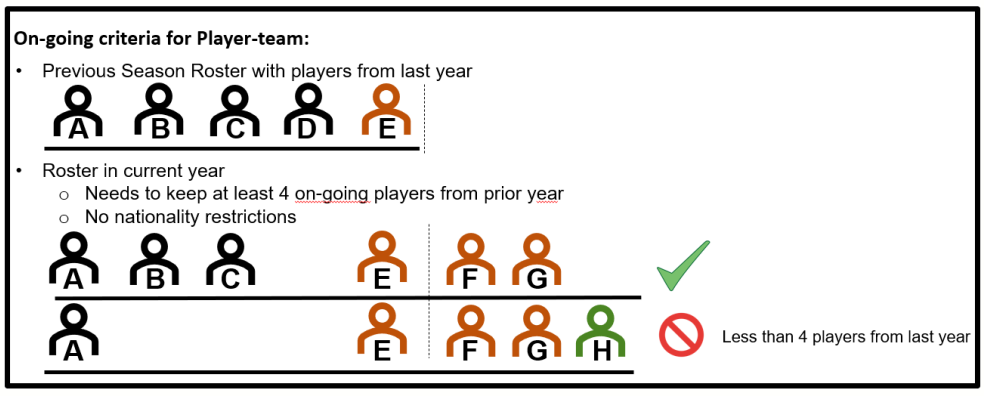
- Letter represents a specific player and color represents a given nationality
- Stop symbol means On-going status is lost when proceeding with a given option, whilst the green tick means that On-going status is kept when proceeding with a given option.

Patron-based Team (examples for non-Federation Patron-based Teams)





Player-based Team

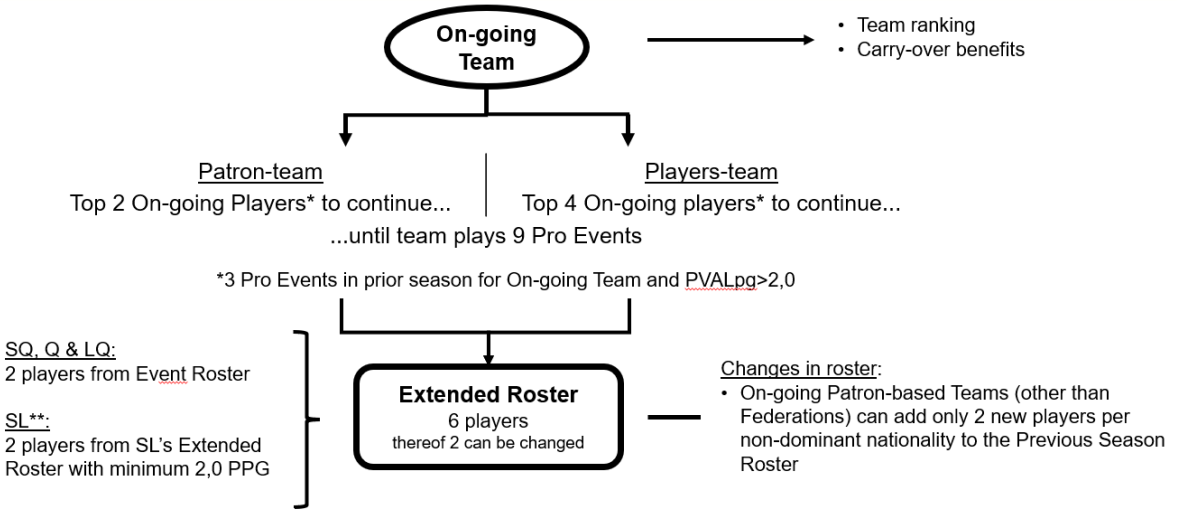


Appendix 5

Overview of requirements for On-going Team & Extended Roster, Team Ranking and inter-season changes in roster.

Abbreviations in graph:

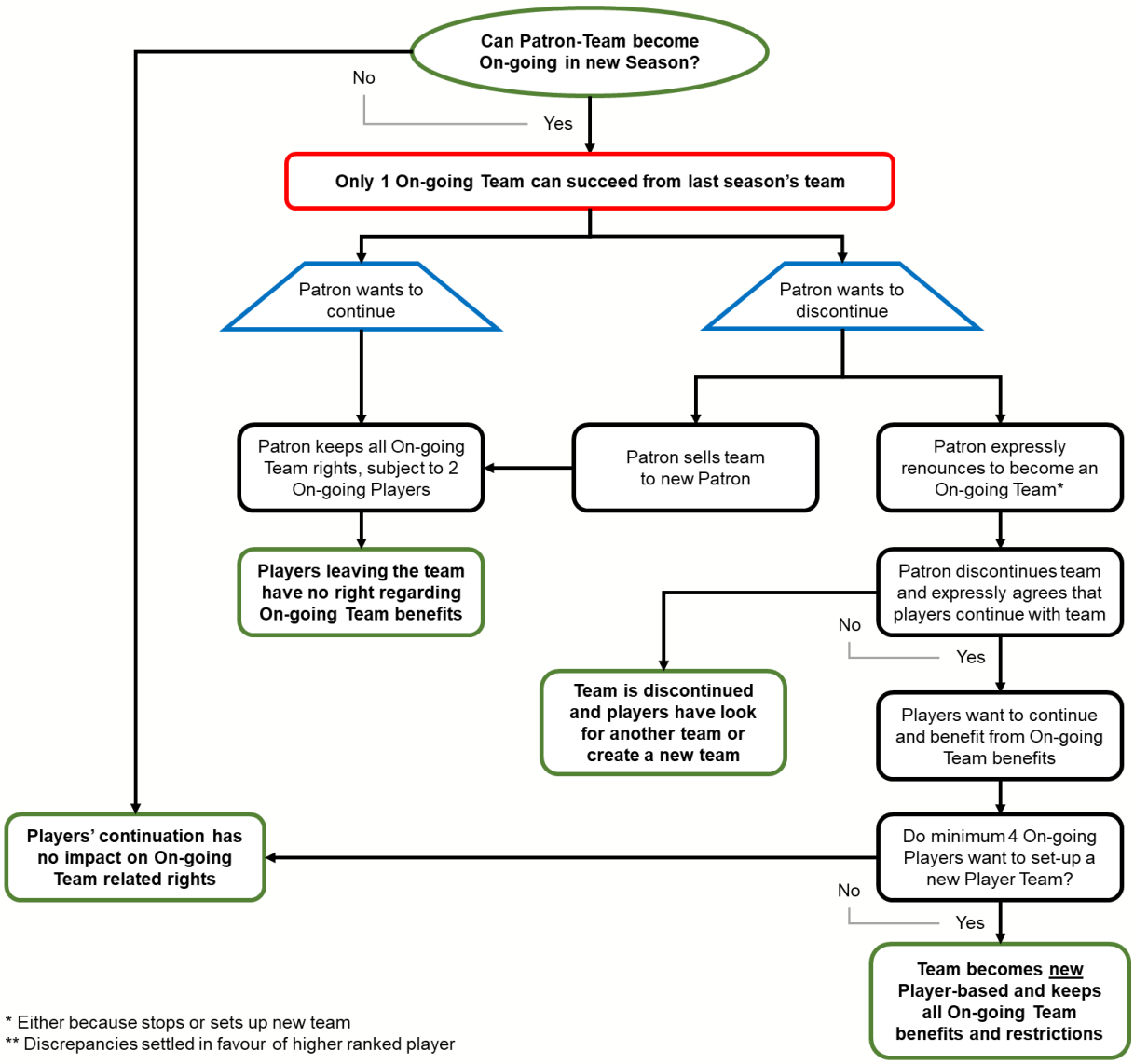
- SQ: Super Quest
- Q: Quest
- LQ: Lite Quest
- SL: Super League
- HS: Hard-Seeded



* On-going Players must have played in 3 or more Pro Events in the previous Season (with the same team as in the current Season) and had a previous season PVALpg higher than 2,0.
** Once the SL is finished and before all slots (to the respective WT and Challengers) of the SL are awarded, SL-teams will be checked that at least 2 of its players minimum 2,0 PPG (considering all games played by the SL team) will be part of the Validated Team (i.e. Extended Roster) playing the Pro Circuit in the Season.
For the avoidance of doubt, if an SL-team earns more than 1 slot in a Pro Event, all those slots must be assigned to the same Validated Team.

… explanation of patron change in On-going Team status in next page …

… continuation of previous page.



* Either because stops or sets up new team
** Discrepancies settled in favour of higher ranked player

Appendix 6

Player status cycle

Status	How to Obtain	Key Rights & Restrictions	Replacement Rules (Appendix 8)
Nominated Player	Team Manager nominates player to Extended Roster via FIBA 3x3 platform	Not yet part of the team	Nomination can be withdrawn any time before acceptance
Accepted Player	Player accepts nomination and submits passport	Can be replaced without fee before becoming Confirmed	Can be replaced by any player of same nationality without a fee
Confirmed Player	Becomes Confirmed if any of the following apply (article 2.6): • NL-Player or CC-Player* • Top 3 ranked in team at first successful Automated Allocation • Played in a Pro Event • Confirmed via clause 3.3(c)** • Top 2 or 4 On-going Player (Article 3.4)	• Locked to the Validated Team for the Season • Cannot play for another Validated Team	• Up to 2 Confirmed Players can be replaced per Season subject to applicable restrictions, see Appendix 8 • Fee applies
On-going Player	• Played ≥3 Pro Events in previous Season • Had PVALpg > 2.0 in previous Season • Belongs to same team	• Required for On-going Team status • Triggers benefits like Performance Slots and Pre-Allocation	Top 2 On-going Players (recurrent) Patron-based or Top 4 On-Going Players (Player-based and new Patron-based converted from Player-based) must stay until their team has played 9 Pro Events played
Replacing Player	Added to Extended Roster via Article 3.5	• Can only replace Confirmed Player • Player becomes automatically a Confirmed Player when accepting nomination*** • Must meet nationality rules (Article 1.8 and (b))	Can only play in WT Final if they have played at least 1 Pro Event during the Season

* Federations must identify which Validated Team(s) will benefit from FIBA 3x3 U23 World Cup Performance-Slots or CC-derived Performance Slots. Such team(s) are required to have respectively a minimum of 4 NL-Players or 4 CC-Players, and the respective top 4 will automatically become Confirmed Players.

** Confirmation of a player in this case, will occur when the respective Pro Event has been completed and officially uploaded to play.fiba3x3.com

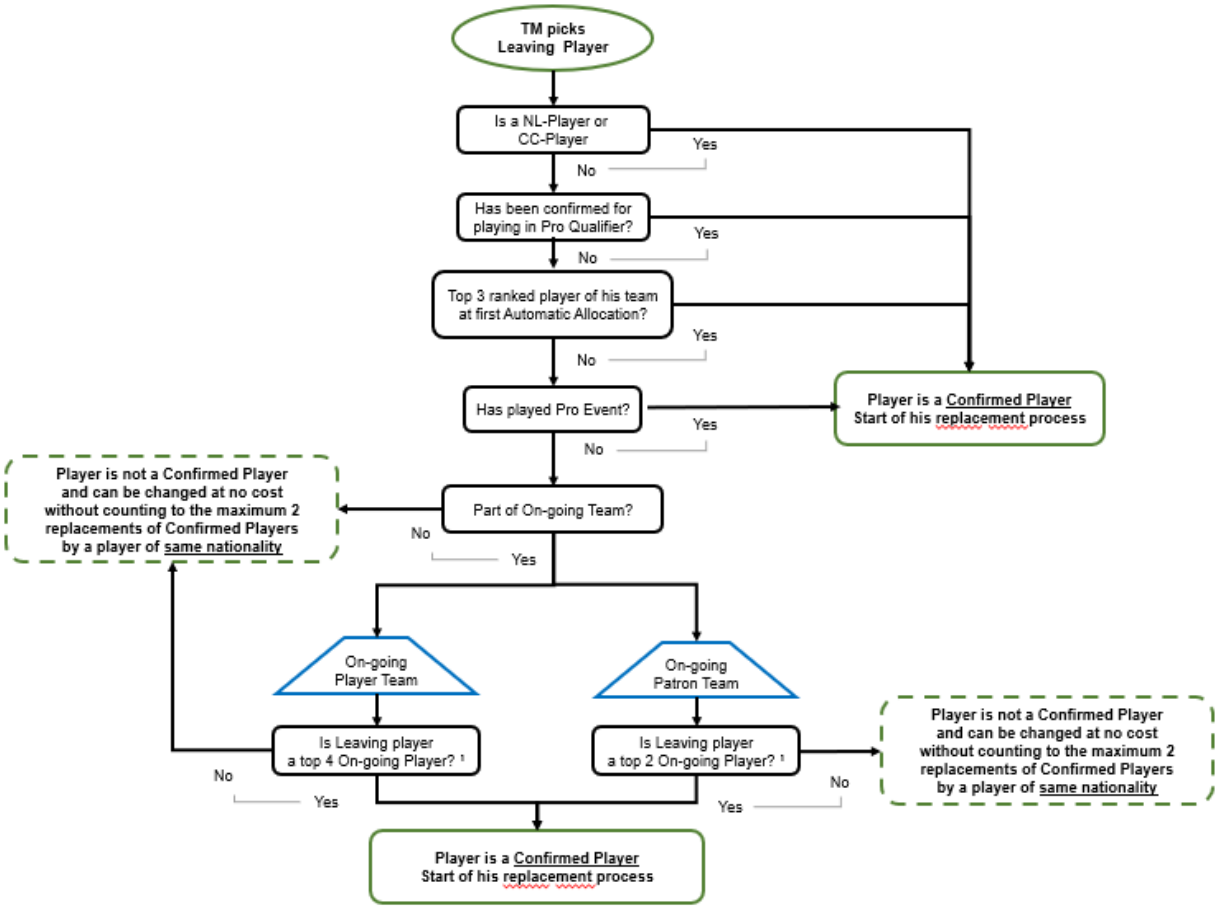
*** If a player nominated to be a Replacing Player, does not accept nomination, the Confirmed Player that was going to be replaced shall remain on the Extended Roster. If a player nominated to be a Replacing Players does not proceed to accept nomination, the Team Manager has the following options:

1. Cancel the replacement process, in which case, FIBA shall retain the paid fee. The non-executed replacement will not count towards the limit of 2 replacements of Confirmed Players per Season.
2. Resume the process by nominating another (eligible) player to become Replacing Player.

Appendix 7

Overview of replacement, insofar allowed, of a player.

- Abbreviations in / explanations to graph:
  - TM: Team Manager
  - Leaving Player: Confirmed Player being replaced by the Replacing Player once the latter accepts nomination



… process continues in next page…

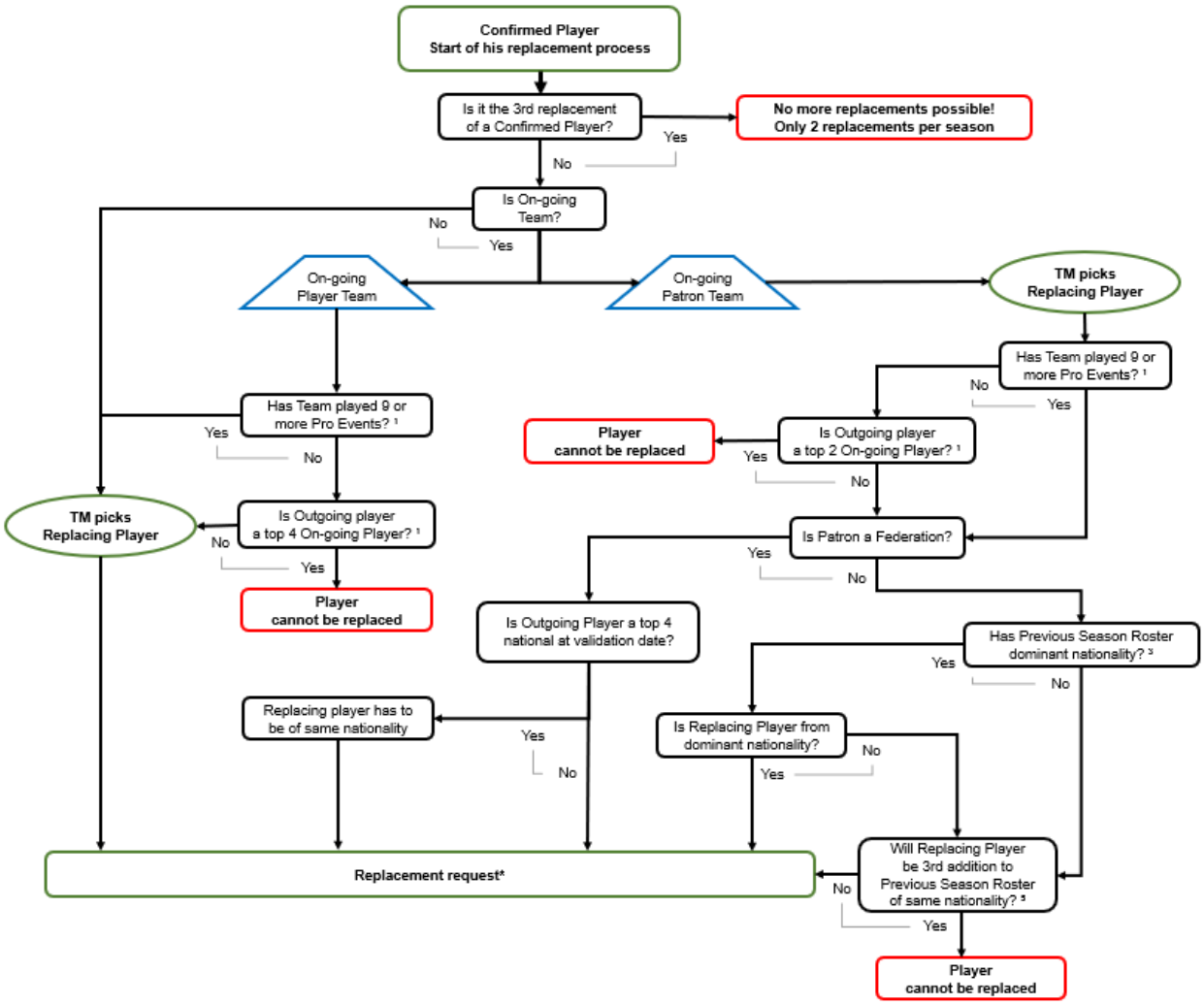
Superscript numbers:

1. Article 3.4
2. Article 1.8(a)
3. Article 1.8(b)

… continuation of process in previous page.

Overview on replacement, insofar allowed, of a Confirmed Player (2.6).

- Abbreviations in / explanations to graph:
  - TM: team manager



Superscript numbers:

1. Article 3.4
2. Article 1.8(a)
3. Article 1.8(b)

* **Replacement request** subject to payment of administrative fee.

Appendix 8

Summary of regulations regarding the replacement of a Confirmed Player

	On-going	Not On-going
Federation Team	• Top 2 players at validation can only be changed after 9 Pro Events • Top 4 nationals at validation can only be changed by nationals • Any other player no restriction	• Top 4 nationals at validation can only be changed by nationals • Any other player no restriction

Patron-based other than Federation Team	See chart below	• Leaving Player different than of team's nationality: no restriction
		• Leaving Player of team's nationality
		  ○ If more than 2 players from team's nationality, no restriction
		  ○ If only 2 players from team's nationality, then can only be changed by same nationality player

Player-based Team	• Top 4 players at validation can only be changed after 9 Pro Events • Any other player no restriction	• No restriction

Dominant Nationality	Not Dominant Nationality
• for recurrent Patron-based Teams: Top 2 players at validation can only be changed after their team has played in 9 Pro Events • for new Patron-based Teams converted from Player-based Team: Top 4 On-going players at validation can only be changed after their team has played in 9 Pro Events	• for recurrent Patron-based Teams: Top 2 players at validation can only be changed after their team has played in 9 Pro Events • for new Patron-based Teams converted from Player-based Team: Top 4 On-going players at validation can only be changed after their team has played in 9 Pro Events
• Replacing Player can be from the dominant nationality; or if from another nationality, it can only be the 1 or 2 addition of this other nationality when compared to Previous Season Roster	• Replacing Player can only be added if it is 1 or 2 addition of such nationality when compared to Previous Season Roster

… continuation of Confirmed Player's replacement in next page …

<u>Continuation of Confirmed Player's replacement</u> (subject to be the 1st or 2nd replacement of Confirmed Player)

- Not an On-going Team – anytime during the Season

	Top 4 ranked at validation	Other players
Patron-Federation	Can be replaced only by same nationality	Can be replaced
Patron-other than Federation	n.a.	Player from different nationality as Primary Nationality: can be replaced
		Player from same nationality as Primary Nationality and there are 2 or less players from Primary Nationality: can only be replaced by same nationality
		Player from same nationality as Primary Nationality and there are more than 2 of Primary Nationality: can be replaced
Player-based	n.a.	Can be replaced

- On-going Team, Patron Federation

	Top 2 ranked at validation	3rd & 4th ranked at validation	Other players
Team has played 8 or less Pro Events	Cannot be replaced	Can be replaced only by same nationality	Can be replaced
Team has played 9+ Pro Events	Can be replaced only by same nationality		Can be replaced

- On-going. Patron-based (other than Federation) with dominant nationality

	Top 2 ranked at validation	Top 4 ranked at validation of a new Patron-based team converted from Player-based team	Other players
Team has played 8 or less Pro Events	Cannot be replaced		can be replaced by any player of the dominant nationality; or if from another nationality, it can be replaced only if it is 1 or 2 addition of this other nationality vis-a-vis Previous Season Roster
Team has played 9+ Pro Events	can be replaced by any player of the dominant nationality; or if from another nationality, it can be replaced only if it is 1 or 2 addition of this other nationality vis-a-vis Previous Season Roster		

- On-going Team, Patron-based (other than Federation) without dominant nationality

	Top 2 ranked at validation	Top 4 ranked at validation of a new Patron-based converted from Player-based team	Other players
Team has played 8 or less Pro Events	Cannot be replaced		can only be replaced if it is 1 or 2 addition of such nationality when compared to Previous Season Roster
Team has played 9+ Pro Events	can only be replaced if it is 1 or 2 addition of such nationality when compared to Previous Season Roster		

- On-going, Player-based

	Top 4 ranked at validation	Other players
Team has played 8 or less Pro Events	Cannot be replaced	Can be replaced
Team has played 9+ Pro Events	Can be replaced	