2026 (Men's) Pro Circuit Handbook Quick Guide

A. FIBA 3x3 Pro Circuit

A.1. Introduction

The Pro Circuit, https://worldtour.fiba3x3.com, consists of a series of Pro Events:

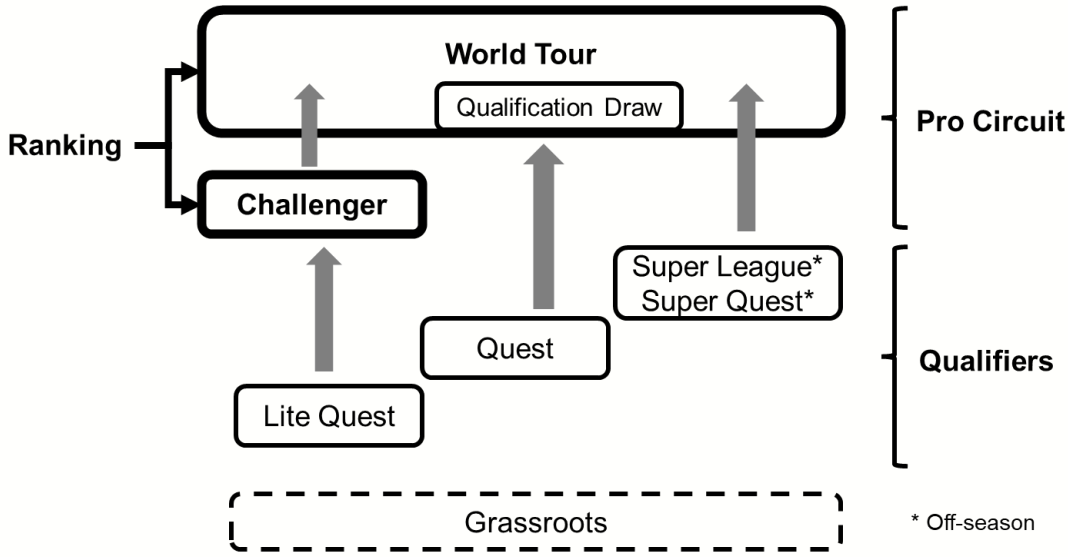
- several **Challengers**,
- a **World Tour Opener**,
- several **World Tour Masters**,
- a **World Tour Final**.

The standard competition format of a Pro Event is always 12 teams in a Main Draw played over 2 days with 0-2 Qualification Draws.

Teams qualify to the Pro Events mainly via ranking (including performance) and a network of underlying qualifiers.

Only Validated Teams can play in Pro Events, i.e. Challengers and World Tour ("WT") events. Both events are FIBA Official Competitions.

The path to the Pro Event is based on the FIBA 3x3 Competition Network:



All events part of the FIBA 3x3 Competition Network provide individual ranking points to the players based on event level, team performance and player's individual stats.

The team ranking is the higher of (i) the sum of the ranking of points of the top 3 players of each team or (ii) the sum of an On-going Team's Collective Points in the best 7 Pro Events. More on rankings can be found on https://fiba3x3.com/en/documents.html#ranking.

A.2. Challengers

The standard allocation of teams in a Challenger follows the below structure:

Main Draw	**1**	Host Slot				
	2	Host Slot		**Qualifying Draw A***	**11**	*
	3	Automated Allocation			**12**	*
	4	Automated Allocation			**13**	*
	5	Automated Allocation				
	6	Automated Allocation		**Qualifying Draw B***	**14**	*
	7	Automated Allocation			**15**	*
	8	Automated Allocation			**16**	*
	9	Automated Allocation/Performance Slot				
	10	Auto. Allocation/Highest ranked Lite Quest		*Seeding of 3 Lite Quest and 3 Host Slots based on team ranking		
	-	*Qualifiying Draw A Winner*				
	-	*Qualifiying Draw B Winner*				

Each Challenger may have a different breakdown by type of slot; such breakdown being at FIBA's discretion.

Automatic Allocation is a process that requires Validated Teams to pre-register and is regulated by the number of automated slots of each Validated Team and their ranking following article 4.5 of the Handbook. The Automated Allocation process awards 6-8 slots 5 Wednesdays before the respective Challenger; however, certain of such slots may be allocating in advance early in the season on given deadlines via a sub-process called Pre-Allocation that is reserved to the top 25 On-going Validated Teams. For timelines check Appendix 2.

All teams and/or qualifiers of a given Challengers will be known with 5 Wednesdays to go. If replacement teams are required after the Automated Allocation, then a replacement process will automatically kick-in to identify the replacement team (article 4.7).

A.3. World Tour

The standard allocation of teams in a WT Masters follows the below structure:

Main Draw	**1**	Host Slot				
	2	Challenger				
	3	Challenger		**Qualifying Draw**	**12**	Quest
	4	Challenger			**13**	Quest
	5	Challenger			**14**	Quest
	6	Challenger				
	7	Challenger				
	8	Challenger/ Performance Slot/ Quest				
	9	Challenger/ Performance Slot/ Quest				
	10	Challenger/ Performance Slot/ Quest				
	11	Performance Slot *(in any)*				
	-	*Qualifiying Draw Winner*				

Each WT Masters has a different breakdown by type of slot, such breakdown being at FIBA's discretion. WT Opener has a specific qualification system, whilst qualification to the WT Final is (mainly) based on WT standings and # of wins in all Pro Events during the season.

Variations like a WT Masters featuring 2 Qualifying Draws are possible, in this latter case, only 10 teams will be qualified directly to the Main Draw.

The full qualification path to a given World Tour Masters will be known with 5 Wednesdays to go. If replacement teams are required with less than 5 Wednesday to go, then a replacement process will automatically kick-in to identify the replacement team (Article 5.6).

A.4. Performance slots (article 5.4 & 5.5)

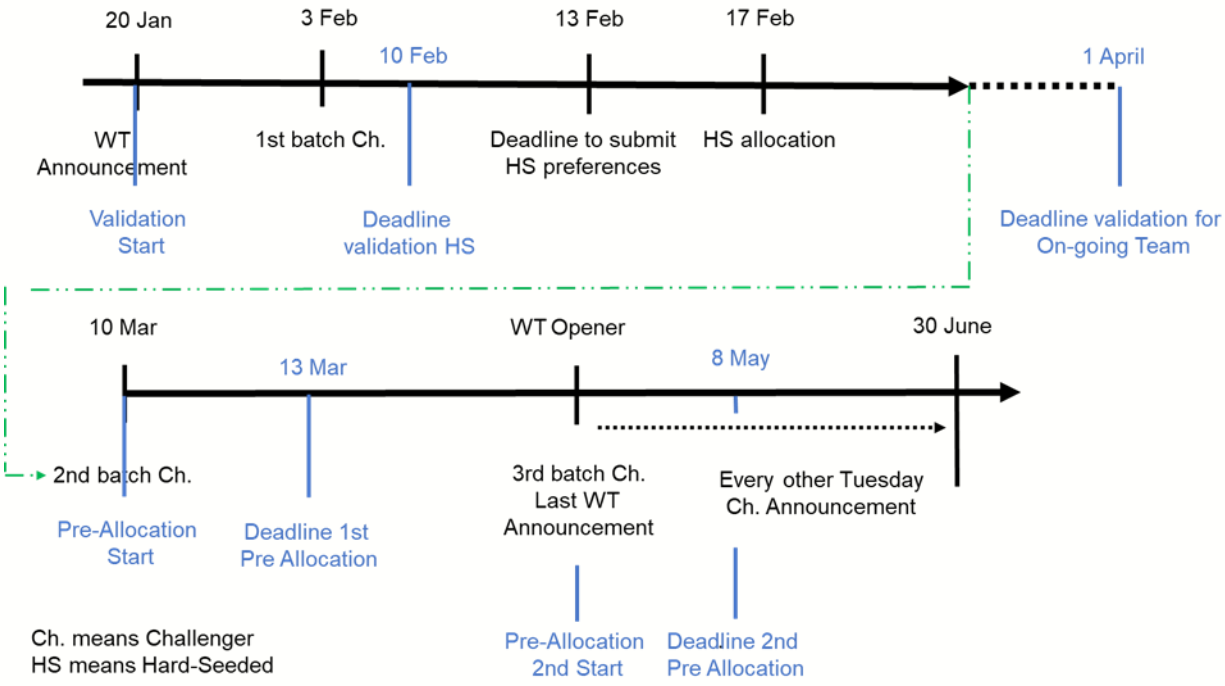
Performance slots are offered by FIBA based on objective performance criteria of a team in the previous or current season. Examples of those criteria:

- Winner of prior season's WT Final
- Ranking such as the top 10 ranked teams at the end of last season (so called Hard Seeded).
- The teams with the highest win ratio in the Pro Circuit to the last WT Masters before the WT Final.
- Derived from FIBA 3x3 U23 World Cup.

A.5. Stand-by Slots (article 7.8)

If there is a need to fill missing slots in a given Pro Event, a regulated protocol will lead FIBA to select a team to fill the gap.

B. Deadlines during the season (Appendix 2)



C. Teams

C.1. Patron-based vs Player-based Team (Appendix 1)

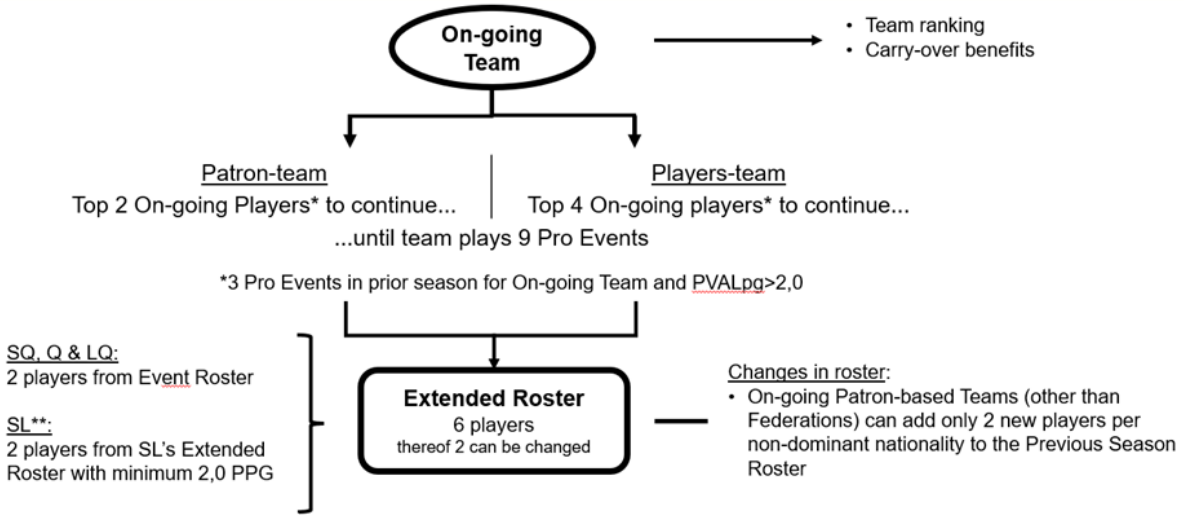
Patrons can identify themselves during the team validation process; otherwise, teams will be player-based by default. It is in FIBA's sole discretion to recognize a patron.

(applicable clause in bracket)	Patron-based		Player-based
	Federation ("NF")	**Other**	
Patron fee (Annex 2)	No	Yes	n.a.
On-going Team (**Error! Reference source not found.**)	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 (**Error! Reference source not found.**)	Subject to On-going Team: Patron to benefit, irrespectively of players transfers		Subject to On-going Team: players continuity is key
Player nationality (**Error! Reference source not found.**)	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 (**Error! Reference source not found.**)	Owned by patron		2 players from last season and in case of conflict, higher ranked keeps the name
Primary Nationality (**Error! Reference source not found.**)	= 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

Certain prior season related perks (art 1.7), pre-allocation to Challengers and including last year's events in the calculation of team ranking based on Collective Points are restricted to On-going Teams; teams have to comply with certain criteria to be considered On-going Teams during the validation process and have certain limitations to replace players from Extended Roster.

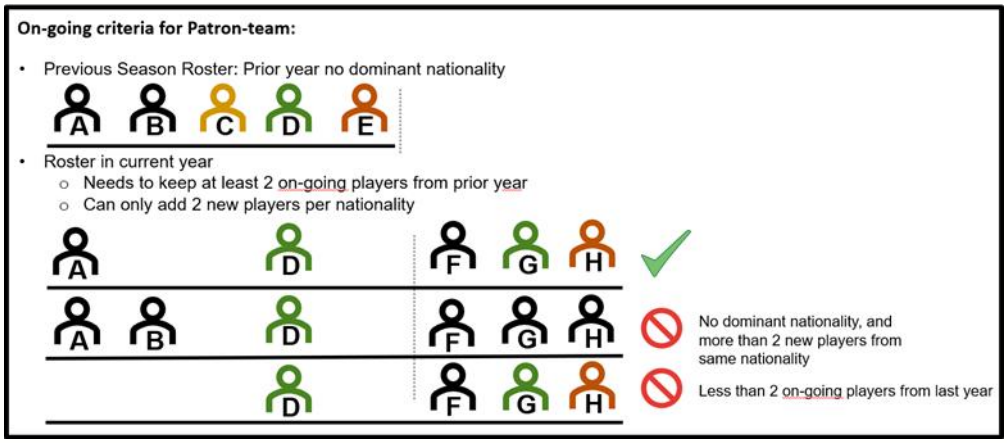
	Patron-based	**Player-based and reconverted Patron-based**
On-going Team	Top 2 On-going Players to continue until team has played 9 Pro Events	Top 4 On-going Players to continue until team has played 9 Pro Events

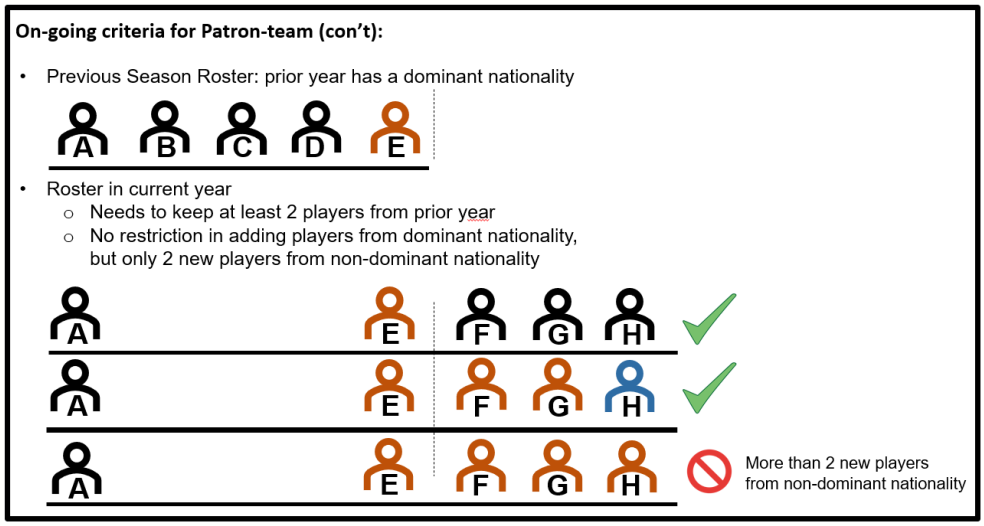
C.2. Overview on various team requirements (Appendix 5)



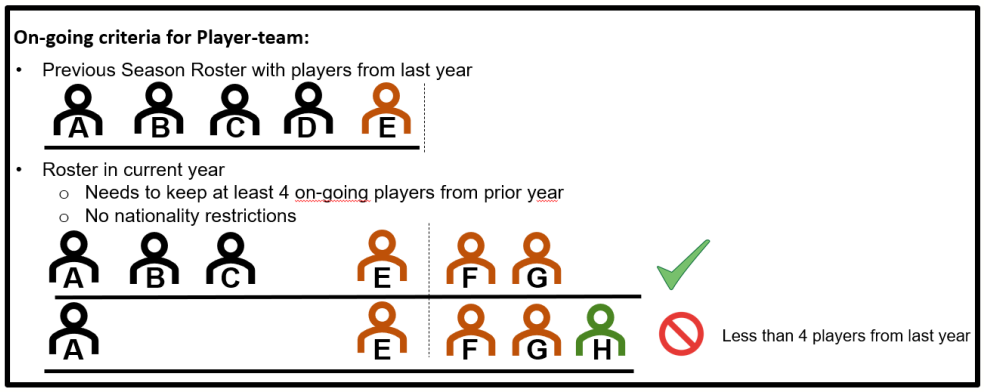
C.3. On-going Team conditions when changes in Extended Roster (Appendix 4)

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

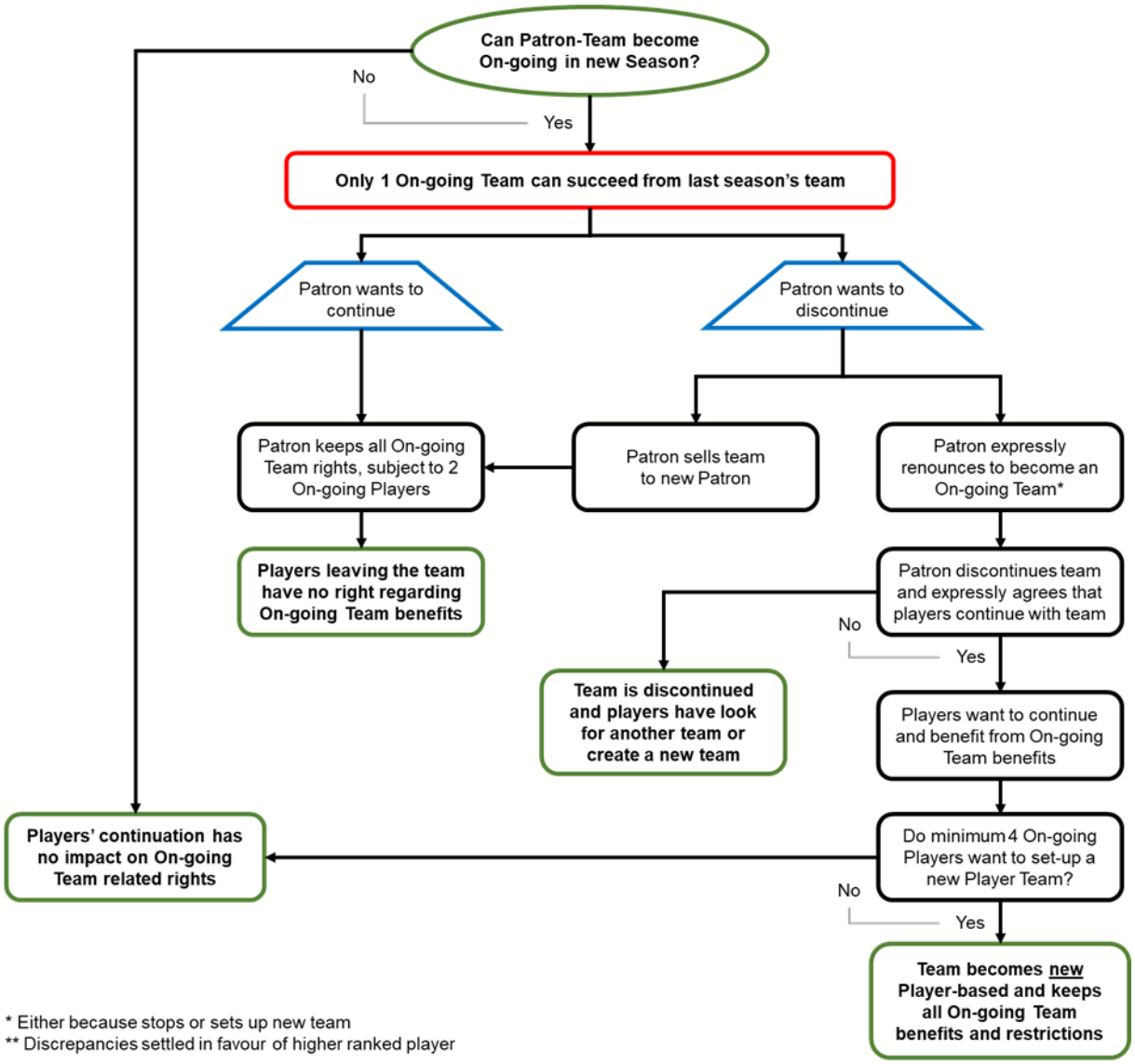




Player-based Team



Graph explaining impact of patron change on On-going Team status



C.4. Travel to Pro Event (Article 6)

Validated Teams that are qualified via Automated Allocation, Replacement Slot, Hard Seeded, Challenger or to WT Final will receive an appearance fee from FIBA calculated based on their country and the location of the Pro Event (Annex 2).

C.5. Qualification to Pro Events

Teams and players are allowed to qualify to any of the Pro Events, however players are bound to the Extended Roster restriction mentioned in the Pro Circuit Handbook (Art. 7).

To register and participate in a Pro Event, teams must become a validated team -if not done yet- and confirm their participation to the qualified event according to FIBA's regulations.

Once a team has confirmed participation to a Pro Event, participation is mandatory. Cancellation after confirmation will result in sanctions, as defined in Annex 1.

C.6. Team Roster and Eligibility (Article 3)

Event Roster shall be formed by 4 players who are available and eligible to play. Teams with 3 will pay an administrative fine.

Teams participating in qualifiers to Pro Events must ensure that their team composition would allow them to participate in the Pro Event for which they have the chance to qualify in the given qualifier.

No player can play for two different Validated Teams in in the same Season.

C.7. Player replacement of a Confirmed Player (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

Casuistic of regulations regarding the replacement of a 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	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	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	

D. Pool Seeding (Article 8)

Teams are seeded based on Team Ranking 3 Wednesdays before the Pro Event.

Teams qualifying via a Qualifying Draw will be seeded in Pool D; if there are 2 Qualification Draws, then into C and D.

E. Team name (Article 9)

The name of a Validated Team of maximum 13 characters will represent (preferentially) the name of the team's own city (or a world-renowned sports clubs world) and will determine the IOC code of the team. Team names will be in English unless otherwise approved by FIBA. Teams are expected to keep team name of the previous season.

The use of a commercial suffix of maximum 10 characters is allowed within a given framework.

F. Prize Money (Article 10)

Prize money earned at Pro Events will be paid directly by FIBA via bank transfer and after applicable deductions (e.g. fines or local taxes), if any, to the account that the team set during the validation process. Teams are responsible for paying the relevant taxes and other charges, if any, on all amounts received from FIBA.
The prize money per event can be found in Annex 2, that will be published before the first WT Masters of the season.

G. Sanctions (Article 12)

In case of violations of the administrative provisions of the Pro Circuit Handbook, FIBA may at its discretion, either open disciplinary proceedings and seek appropriate punishment or automatically apply the scale of applicable Pro Circuit sanctions listed in Annex 1.

H. Uniform and Signage (Article 13 & 14)

Team will be provided complimentary **standardized uniforms** (jersey and short that will have 3 places reserved for team's commercial signage) for its mandatory and exclusive use in Pro Events. Ancillary gear (including socks) has to follow a rigorous "black is black" policy.

Team's own commercial signage at Pro events (temporary tattoos, logo on garments, jersey and short) are allowed under FIBA's regulation.
Teams are responsible to timely obtain visas and fulfill other travel requirements to arrive and play in Pro Events.

Note: In case of discrepancy between this Quick Guide and the Pro Circuit Handbook, then latter prevails.

END.