

FIBA 3x3 WOMEN'S SERIES HANDBOOK

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CONTENTS

Contents **2**

Definitions **3**

1. Introduction **6**

2. Validated Teams **6**

3. Team Validation **7**

4. Team Rosters **8**

5. Team Name Rules **9**

6. Uniforms & Commercial Signage **10**

7. Ancillary Gear **11**

8. WS Qualifier **11**

9. Allocation of WS Slots **12**

10. Qualification to a WS Stop **15**

11. Pool Seeding **16**

12. Standings Due to Force Majeure **17**

13. Prize Money at WS Events **17**

14. Sanctions & Fines **17**

15. Other Requirements **18**

Appendix 1 ..... **19**

Appendix 2 ..... **20**

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 Entry Form)*
- ***Annex 4*** *(WS qualifier fact sheet)*

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

DEFINITIONS

Accepted Player:	A player that has accepted nomination but has not yet played for her team and is therefore not yet a Confirmed Player.
Automated Allocation:	Allocation procedure for WS Stops that is open to League-Registered Teams, as per the present Handbook.
Commercial Team:	A team that is registered to play in the WS Season by a patron. Registration is effective only once both the registration form and the payment of the Season Fee have been received and confirmed by FIBA. At this time, said team is considered registered to the entire WS Season.
Confirmed Player:	A player that has played for team in a WS Event and is therefore assigned to said team for the entire WS Season in accordance with the provisions of the present Handbook.
Event Roster:	A team roster selected and registered by a Validated Team for a specific WS Event among the players of its Extended Roster.
Extended Roster:	(i) For any team, other than a Federation Team: a minimum of 3 and a maximum of 6 players; (ii) For a Federation Team: a minimum of 3 players and a maximum of 6 players; however, transitionally (and not applicable to a Nations League derived team) until the first submission of an Event Roster, its Extended Roster will be comprised by the top 3 ranked nationals that have not been nominated by nor have played for another team.
Federation:	A National Member Federation of FIBA.
Federation Team:	A team that is registered to play in the WS Season by a FIBA National Member Federation. Registration is effective only once both the registration form and the payment of the Season Fee have been received and confirmed by FIBA. At this time, said team is considered registered to the entire WS Season.
Guest Team:	A team, other than a League-Registered Team or an Invited Team
Handbook:	This FIBA 3x3 Women's Series Handbook.

Invited Team:	A team from a Federation that is not a Federation Team, and has been invited to play in the WS by FIBA. Only Federations that meet the following criteria may be invited: i) their Federation Team was among the 10 Federation Teams with the highest number of participations in WS Events in the prior WS Season (provided such team participated in at least 5 WS Events) and is interested in registering an Invited Team in current WS Season; the eligible Federations shall be ranked first by the number of participations, and in the event of a tie, by the WS Standings of the prior season until all 10 available Invited Team Slots have been filled. ii) they must have registered a Federation Team in the current WS Season; and iii) they must have participated in the FIBA 3x3 Youth Nations League in previous year and have successfully registered for the current year.
Invitee Allocation:	Allocation procedure that is open to Invited Teams. The Invitee Allocation is a process happening after the first Pre-Allocation procedure to fill up to 5 slots in each WS Stop before the Automated Allocation which happens well before the 5-Wednesday-weeks mark.
League-Registered Team:	Either a Commercial Team or a Federation Team that is effectively registered to play in the WS season.
Nations League:	FIBA 3x3 Youth Nations League is FIBA 3x3 Official National Team Competition played annually.
Performance Slots:	Slots awarded to winner of the Champions Cup.
play.fiba3x3.com:	The official FIBA 3x3 repository for all FIBA 3x3 Competitions, including WS, as defined in Book 6 of FIBA's internal regulations.
Pre-Allocation:	Allocation procedure that is open to League-Registered Teams, as per article 9.3. The Pre-Allocation is a pre-process of the Automated Allocation process which happens well before the 5-Wednesday-weeks mark.
Recognized Qualifier:	WS Qualifier.
Replacement Slot:	A specific invitation to a WS Stop following the spirit of article 9.12
Season Fee:	Registration fee to the WS Season paid by a team.
Stand-by Slot:	Slot to fill unallocated slots of a WS Stop after the Automatic Allocation process has been exhausted or if in FIBA's sole opinion, there is a risk that the Automatic Allocation (see article 9.6) will not fill all the slots of a given WS Stop.
Team Manager:	A person authorised by the Federation or patron to act on behalf of the team towards FIBA. Idem applies accordingly to Guest Teams.

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).
Verified Player:	A player whose eligibility for joining a WS team has been proven by FIBA and marked accordingly in FIBA 's 3x3 Backend.
Wild Card:	Invitation to play in a WS Event, it can be a FIBA Wild Card or a Host Wild Card.
WS:	FIBA 3x3 Women's Series which is a FIBA 3x3 Official Competition for women's 3x3 teams played as a series of WS Stops and a WS Final, the winner of WS Final being the winner of the WS Season. For the avoidance of doubt, WS Qualifiers are not part of WS.
WS Event:	A WS Stop or the WS Final.
WS Final:	The final of the WS composed of 8 teams, to which teams, in addition to any Wild Card (which may not be awarded to a team of a nationality that is already represented with 2 or more qualified teams), qualify based on WS Standings of teams following the completion of all WS Stops before the WS Final.
WS Qualifier:	An international FIBA 3x3 endorsed event played between February and July of the current Season and which may, if selected by FIBA, serve as a qualifier to a WS Stop without being part of the WS (See Annex 4), subject to the following specific conditions: a. diversity of players' nationalities: no single nationality may be represented by more than 50% of all players participating in the WS Qualifier (all teams combined), b. 8 or 12 teams playing in a competition format pre-approved by FIBA.
WS Season:	The period of the yearly WS competition ending one full week after the WS Final.
WS Standings:	The tour standings that are calculated according to the 3x3 Rules of the Game. For the avoidance of doubt, the WS Team Ranking will be used as tiebreaker.
WS Stop:	A single tournament in the WS other than the WS Final.
WS Team Ranking:	The FIBA 3x3 Team Ranking for teams playing WS, 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.

1. INTRODUCTION

1.1. The Women's Series consists of a series of WS Stops and one WS Final.

1.2. Teams qualify to WS Stops through
- (a) pre-approved WS Qualifiers; or
- (b) Automated Allocation and Pre-Allocation, or
- (c) Invitee Allocation, or
- (d) Performance Slots, or
- (e) Replacement Slots or Stand-by Slots, or
- (f) Wild Cards, as further explained in article 5 of this Handbook.

1.3. There are three types of teams playing in the Women's Series:
- (a) League-Registered Teams,
- (b) Invited Teams,
- (c) Guest Teams.

1.4. Only League-Registered Teams can qualify to the WS Final through WS Standings, as further explained in this Handbook.

1.5. All FIBA regulations, insofar applicable to 3x3 competitions, apply to the WS. This Handbook sets forth the specific provisions for the WS. 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. There are two types of League-Registered Teams:
- Federation Teams registered by a Federation; and
- Commercial Teams registered by a patron.

2.2. Each Federation, except if acting as a patron of a Commercial Team, is permitted to register 1 team to play in the WS. As the sole exception to this rule, the top 2 Federations of the FIBA 3x3 U23 World Cup of the previous season are permitted to register a second team, composed only of U25 players, as further detailed in the FIBA 3x3 National Team Handbook.

2.3. Federation Teams can register to the WS (subject to not having any outstanding competition-related fee or monetary sanction, nor administrative fee or fine imposed in connection with any FIBA 3x3 Official Competition) until end of June, Commercial Teams may be registered to the WS at any time during the WS Season. (See Appendix 2).

2.4. Once a team has been registered to the WS Season, it must validate the team.

2.5. A Federation Team can become a Commercial Team, as appropriate, any time during the WS Season subject to complying with the registration process and other requirements of this Handbook. In such case, the FIBA Wild Cards and Automatic Allocations already received will be considered Automated Slots. For the avoidance of doubt, such Federation cannot register another Federation Team.

2.6. In addition to League-Registered Teams, there are two other types of teams that can play in WS:
(a) Invited Teams,
(b) Guest Teams.

2.7. The Team Manager of an Invited Team must be the same individual appointed as Team Manager of the related Federation Team.

2.8. Once allocated to a WS Stop via Invitee Allocation, an Invited Team is considered qualified to such WS Stop and its participation confirmed. Confirmed Invitee Allocation cannot be cancelled. Teams that cancel their participation will be subject to the fines foreseen for recidivist in Annex 1. An Invited Team has to be validated, at least 6 weeks before its first pre-allocated WS Stop

2.9. An Invited Team can become a Commercial Team, as appropriate, any time during the WS Season subject to complying with the registration process and other requirements of this Handbook. In such case, the FIBA Wild Cards and Invitee Allocations already received by the corresponding Wednesday of the event's Automatic Allocation will be considered Automated Slots.

2.10. Once a Guest Team has received a Wild Card, Stand-by Slot or has qualified to a WS Stop via a WS Qualifier, it must confirm its participation and validate the team. The confirmation of participation shall be done via the FIBA 3x3 online platform.

2.11. A Guest Team can become either a Federation Team (until end of June) or Commercial Team, as appropriate, any time during the WS Season subject to complying with the registration process and other requirements of this Handbook. A Guest Team can become a Federation Team subject to having used the country name in English as team name and subject to there not being another Federation Team already registered by the same Federation. In such case, the FIBA Wild Cards and Stand-by Slots already received will be considered Automated Slots.

3. TEAM VALIDATION

3.1. The team validation process shall be conducted through the FIBA 3x3 online platform as follows:
(a) Step 1 (Nomination): The Team Manager nominates the players of the Extended Roster. Players cannot be nominated to 2 different teams at the same time.
(b) Step 2 (Acceptance): Each nominated player can accept the nomination and then submits the information required for registration.
(c) Step 3 (Team Validation): FIBA validates the team (within 5 business days) provided the requirements set out in the present Handbook are fulfilled.

3.2. 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 WS Final,
(b) The player must hold a valid passport and submit (or have submitted in the past) a readable digital copy of the passport when accepting the nomination. For Federation Teams and Invited Teams, the player must hold a valid passport from the related Federation,
(c) The nationality of the player, for the purposes of this Handbook, will be that of the passport used for verification.

3.3. A nominated player of a Validated Team becomes a Confirmed Player once she has played for her team in a WS Stop.

3.4. 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 WS Stop 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.

3.5. The Extended Roster of a Validated Team consists of a maximum of 6 players for the entire WS Season subject to the following specificities:

(a) Commercial Teams and Guest Teams must comply with the nationality restriction of having a minimum of 2 players in the Extended Roster being of the team nationality that is selected during the validation process (see article 5.4). In addition, no more than 2 players may share the same nationality other than the team nationality. Without prejudice to the foregoing, if more than 1 Commercial Team share the same team nationality, only the oldest registered team to the current Women's Series Season may have more than 2 players from the team nationality.

(b) Federation Teams and Invited Teams can only have players with the verified nationality of the corresponding country.

3.6. Notwithstanding the above, a Validated Team can change up to 2 Confirmed Players from the Extended Roster during the Season by paying the fee mentioned in Annex 1 (the administrative process of change of player can take up to 10 working days). Confirmed Players are only removed from the Extended Roster, once the replacing player has accepted the nomination, she will become automatically a Confirmed Player.

4. TEAM ROSTERS

4.1. 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 (Annex 1). A team with 2 players or less at the start of a game is ineligible to play.

4.2. An Extended Roster must comply with the following criteria:

(a) Consist of minimum 3 players and maximum 6 players.

(b) Minimum 2 Confirmed Players must be the same players as in the team that qualified to the respective WS Stop via a WS Qualifier at event registration.

4.3. Players cannot be nominated by 2 different teams at the same time nor have played for another team in the same WS Season.

4.4. Once a player has played for a team and has become a Confirmed Player for that team, she cannot be added nor nominated to a different team's Event Roster or Extended Roster in the same season.

4.5. All players added to the Extended Roster via article 3.6 are only eligible to play in the WS Final, if they have played at least 1 WS stop during the Season.

4.6. In case of qualification from a WS Qualifier, at least 2 players of the team that qualified at the WS Qualifier shall be in the Event Roster for the corresponding WS Event. A player has to be verified by FIBA and cannot have played for another team in the same WS Season.

4.7. Teams participating in a WS Qualifier must ensure that their team composition would allow them to participate in the WS Stop for which they have the chance to qualify in that WS Qualifier.

5. TEAM NAME RULES

5.1. 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).

5.2. The team name of a Federation Team and of Guest Teams endorsed by a Federation (limited to such teams deriving from a support or development programme) will be the name of the country of the corresponding Federation, in English.

5.3. The team name of Invited Teams will be the capital city (in English) of the country of the corresponding Federation.

5.4. Team names of Commercial Teams and Guest Teams must comply with the below requirements:

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

(b) The team name shall be a brand, a city name or a city's quarter or historical city name.

i. If the team name is the name of a city (or another geographical-related nomination) it will determine the IOC code of such team. However, the capital city of a given country is reserved for the corresponding Federation's Invited Team. In case there is no Invited Team using the capital city as a name, it shall then be reserved for a Guest Team registered by the Federation.

ii. If team name is a brand, then it cannot have a commercial suffix.

(c) Names of countries or regions are forbidden (e.g. Chile or Texas), but names of small non-state islands (e.g. Capri, Maui) are allowed.

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

(e) NGO names and universities (e.g. YMCA INSEAD) as well as (subject to FIBA's discretion) world-renowned sports clubs are allowed.

(f) A team's nationality must be provided by the respective team at validation, whereas such nationality is fixed if the team name is a city (or another geographical denomination) or non-state islands.

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

5.5. Without prejudice to the above rules, teams, other than those with a brand as team name, are allowed to use a commercial suffix of maximum 10 characters that can be requested at any time during the Season. The suffix cannot be the name of a city. It can be changed every Season, but not within the same season. The provisions of article 5.1 above apply also to commercial suffixes.

5.6. The team name of Commercial Teams, Guest Teams and Invited Teams, as well as any commercial suffix shall not 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 Women's Series, 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).

6. UNIFORMS & COMMERCIAL SIGNAGE

6.1. Teams must bring two (mainly monocolour) sets of their own uniform – 1 light colour and 1 dark colour, whereas reversible are allowed. The 2 sets can differ only in colour and shall bear the same markings. The same set of team uniforms has to be used throughout the entire WS Season and it will require FIBA's approval that will not be unreasonably withheld.
Team Uniforms must comply with the below requirements:

(a) Must be identical for all players of a given team with the Team Name, with a minimum height of 5 cm, appearing on the front and the player's name appearing on the back.
(b) Jerseys require the player's number to be clearly visible with a minimum height, respectively, of 5 cm on the front and 20 cm on the back of playing shirt.
(c) Players may not change their jersey number during the WS Season, irrespective of dark or light jersey.
(d) Advertising and other signage on uniforms is subject to and must comply with article 5.6 5.5.
(e) The FIBA 3x3 "infinity" logo (see FIBA 3x3 Branding Guidelines) may not be displayed on national team jerseys except if the team wears the apparel of FIBA's licensed partner. In any case, the FIBA 3x3 Branding Guidelines must be followed.
(f) FIBA logo is not mandatory.

6.2. The provisions of the FIBA Participant Entry Form for 3x3 Official Competitions, which include the WS Events, apply to temporary and permanent tattoos (jointly "Tattoos") and to commercial signage on team uniforms ("Marks") and on garment.

6.3. Team advertising at WS 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, sustainability, logistics, energy drinks, hard alcohol, online casino, sports equipment and basketballs. FIBA reserves the right to add additional restricted categories before the WS Season announcement (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.

6.4. 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.

6.5. 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.

6.6. 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.

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

6.8. Marks are subject to the following restrictions:

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

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

6.9. 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.

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

7. ANCILLARY GEAR

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

7.2. Ancillary Gear (such as but not limited to headbands, arm-sleeves, armbands, legbands, kneepads, pads and bands of any kind, undergarment, compression layers) must be white, black or the predominant color of the uniform. Ancillary Gear must be of the same color for all players of the same team.

7.3. Without prejudice to article 6, Ancillary Gear worn by players at a given WS Event cannot display any commercial signage, except if approved in advance by FIBA. If approved, Commercial Signage can only be white on black garment and has to comply with article 6.

8. WS QUALIFIER

8.1. A WS Qualifier is always a tournament irrespectively of whether it is a stand-alone or part of a tour. A WS Qualifier must be held at least 6 Sundays before the corresponding WS Stop.

WS Qualifiers must comply with this Handbook (including Annex 4) and the conditions mentioned on the corresponding application form to organize such an event.

9. ALLOCATION OF WS SLOTS

9.1. A WS Stop will have (in principle) a Main Draw of 8 or 12 teams. In latter case, the WS Stop may have 1 or several Qualifying Draws of 3 teams each. In principle, each Qualifying Draw qualifies 1 team to the Main Draw.

9.2. The slots in a WS Stop are allocated as follows:

- **1** through a Wild Card in main draw granted by the WS Stop host,
- **Up to 1** through a WS Qualifier, if any,
- **Up to 5** through Pre-Allocation,
- **Up to 1** Performance Slots, if any,
- **Any remaining slot** will be reserved to Invitee Allocation and Automated Allocation, whereas FIBA may allocate slots to FIBA Wild Cards

FIBA can convert any unallocated slots into Stand-by Slots.

9.3. League-Registered Teams can request the Pre-Allocation to different WS Stops. League-Registered Teams must submit their ordered preferences by the deadline indicated by FIBA, that will not be later than the seeding of the first WS Stop (see Appendix 2). FIBA reserves the right to initiate a second (or successive) Pre-Allocation batch(es) during the WS Season.

Pre-Allocation will be done using the following order of preference, taking into account, amongst other things: team ranking, travel distance, availability, and FIBA's discretion, etc; but with the following limitations:

- not more than 5 Pre-Allocation slots per team;
- not more than 3 Commercial Teams per WS Stop.

Once allocated to a WS Stop via Pre-Allocation, a team is considered qualified to such WS Stop and its participation confirmed. A team that is confirmed via Pre-Allocation cannot cancel its participation. Teams that cancel their participation will be subject to the fines foreseen for recidivist in Annex 1.

FIBA may include Federation-endorsed Guest Teams that are derived from a FIBA development and/or support program in the first Pre-Allocation for League-Registered Teams.

9.4. After the first Pre-Allocation, FIBA will invite the eligible Federations to participate in the Invitee Pre-Allocation process. The corresponding Team Manager, if interested in fielding an Invited Team, must submit their ordered preferences by the deadline indicated by FIBA (see Appendix 2). FIBA will do its best efforts to offer each Invited Team at least 2 WS Stops.

Invitee Pre-Allocation will be done at FIBA's discretion, taking into account, amongst other things: WS Stops with less than 5 assigned Pre-Allocation slots, travel distance, Federation Ranking, etc.

Once allocated to a WS Stop via Invitee Pre-Allocation, a team is considered qualified to such WS Stop and its participation confirmed. A team that is confirmed via Invitee Allocation cannot cancel its participation. Teams that cancel their participation will be subject to the fines foreseen for recidivist in Annex 1.

9.5. Only Validated Teams are entitled to participate in the Automated Allocation process, if they pre-register through the FIBA 3x3 online platform to the WS Stop to which they would like to be automatically allocated. Pre-registration to a WS Stop can be cancelled before the Automated Allocation for said WS Stop starts. Once a pre-registration has been cancelled, a team cannot pre-register again to the same WS Stop.

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

When multiple Automated Allocations take place on the same day, they shall be executed sequentially assuming that all WS Stops start at 10:00 local time, with the WS Stop having the earlier starting time in UTC being allocated first. If two or more WS Stops have the same start time in UTC, the allocation order will randomly be assigned by the FIBA 3x3 online platform.

The same team can be automatically allocated to 1 or more WS Stops provided there are at least 2 full days between the to-be allocated WS Stops and other already registered-to or allocated to WS Stops. FIBA may consider, at its sole discretion, reducing the aforementioned gap between WS Stops to one full day on a case-by-case basis and will inform all teams 3 months before the given Pro Event.

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

(a) First, a maximum of **6 teams out of the Commercial Teams** 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. **WS Standings** (top to bottom).

(b) Second, a maximum of 2 League-Registered Teams (excluding those teams that have made use of right to cancel after confirmation during the Season) with a **current series of at least 3 or more back-to-back pre-registrations without receiving an allocation** (on Wednesday's Automated Allocation or via replacement as per article 9.12) will be allocated, by applying in sequence the following criteria:
   i. **higher number of current unsuccessful back-to-back pre-registrations**;
   ii. **lowest number of Automated Slots**;
   iii. **WS Standings** (top to bottom).

(c) Third, a maximum of **3 teams** (including Pre-Allocation) **out of the Federations Teams** will be allocated, by applying in sequence the following criteria:
   i. **Pre-Allocation Slots**, if any
   ii. **lower number of Automated Slots;**
   iii. **WS Standings** (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 remaining **pre-registered League-Registered** Teams:
   i. **lowest number of Automated Slots**;
   ii. **WS Standings** (top to bottom).

(e) Fifth, if not all slots available in the Automated Allocation have been allocated through the processes under (a) to (d) above, the remaining slots are allocated **by applying in sequence the following criteria among the pre-registered Invited Teams**:
   i. **lowest number of Automated Slots**;
   ii. **WS Standings** (top to bottom).

(f) Sixth, if not all slots available in the Automated Allocation have been allocated through the processes under (a) to (e) above, the remaining slots are allocated by applying in sequence the following criteria among the pre-registered Guest Teams:
   i. **lowest number of Automated Slots**;
   ii. **WS Standings** (top to bottom).

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

***Adjustments to Automated Slots:**

1. This number will **decrease by 1** for every WS stop win in the current Season.
2. This number will **decrease by 1** for every win in a WS Qualifier (played by 4 players from the Extended Roster) that qualifies to a WS stop to which the team is already qualified via Automatic Allocation (including Pre-Allocation) and Replacement Slot
3. This number will **increase by respective 1 or 2** for Federation Teams registering to Automatic Allocation for the first time respectively in June or as of July.
4. This number will **increase by 1** for each slot awarded via FIBA Wild Card, Replacement Slot (see article 9.12) or Stand-by Slot.
5. This number will **increase by 1** for each slot awarded via Pre-Allocation or Invitee Allocation on the corresponding Wednesday after the WS Stop's Automatic Allocation.
6. This number will **decrease by the number** foreseen in article **Error! Reference source not found.**.
7. FIBA will **increase the number** as foreseen in Annex 1.

9.7. Teams allocated via Automated Allocation process shall be obliged to participate in the respective WS Stop with the exception of force majeure proven to FIBA's comfortable satisfaction.

9.8. In the event a team cancels its participation after the Automated Allocation took place, this team will be sanctioned according to Annex 1 and the corresponding fine will be charged to the team and deducted from prize money.

9.9. Teams allocated via the Automated Allocation process shall cover their own international travel expenses to the WS Stop. Local transportation and full-board accommodation for the 4 players from the day before the WS Event to the day after the final is covered by the WS Event host.

9.10. Teams will be invited to play in the WS Final based on WS Standings after the last WS Stop. Once a team accepts invitation to WS Final within the given timeline, it is considered registered to the WS Final and shall follow the usual players' registration process. Invited Teams and Guest Teams will not be invited to play in WS Final irrespectively of their WS Standings.

9.11. Every team will enter in the WS Standings once registered to a WS Event.

9.12. Replacement Slots to WS Stops will be offered by FIBA to fill unallocated slots (due to cancellations or any other reason) to Validated Teams that are not already registered to concurrent WS Stops or with less than 2 full days between them. 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. Subject thereto:

(a) First, within Commercial Teams that unsuccessfully registered to the corresponding Automatic Allocation of a given WS Stop, will be allocated, by applying in sequence the following criteria:
- **lower number of Automated Slots** at replacement time**;**
- **WS Standing at replacement time** (top to bottom)**.**

(b) Second, within the Federation Teams that unsuccessfully registered to the corresponding Automatic Allocation of a given WS Stop, will be allocated, by applying in sequence the following criteria:
- **lower number of Automated Slots** at replacement time**;**
- **WS Standing at replacement time** (top to bottom)**.**

(c) Third, within the Invited Teams that unsuccessfully registered to the corresponding Automatic Allocation of a given WS Stop, will be allocated, by applying in sequence the following criteria:
- **lower number of Automated Slots** at replacement time**;**
- **WS Standing at replacement time** (top to bottom)**.**

(d) Unallocated slots after completion of the process (c) 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 WS Stop.

Teams accepting a Replacement Slot shall be obliged to participate in the respective WS Stop and will be considered confirmed. Teams that cancel their participation in the assigned WS Stop 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 WS Stops for the remainder of the Season. Teams assigned a Replacement Slot are expected to have the required visas and be able to travel.

10. QUALIFICATION TO A WS STOP

10.1. Validated Teams and players are allowed to qualify to any of the WS Stops, however players are bound to the roster restrictions mentioned in this Handbook.

10.2. In principle, except if otherwise regulated, qualified teams from WS Qualifiers, subject to being Validated Teams, are automatically registered in the respective WS Stops and will have 10 days counted from the qualification day to decline their participation in the respective WS Stop. 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 WS Qualifier is held less than 1 month before the WS Stop, the qualified team has until 16:00 UTC on the day after the WS Qualifier has ended to undergo team validation or to decline its participation in the respective WS Stop if required.

If the qualified team declines 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 WS 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.

10.3. Once a team has confirmed its participation in a WS Stop, 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.

10.4. If FIBA requires Stand-by Slots to fill missing slots in a given WS Stop, those slots will be awarded at FIBA sole's discretion to (in principle, in this order) League-Registered Teams, Invited Teams and Guest Teams.

Teams accepting a Stand-by Slot shall be obliged to participate in the respective WS Stop 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 WS Stop 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.

11. POOL SEEDING

11.1. Teams are seeded based on the WS Team Ranking (applying the 3x3 Rules of the Game in case of tie) and placed in pools based on their seeding number, in principle, by 3 Wednesdays before the WS Stop at 16:00 UTC. The seeding for the WS 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.

11.2. Teams will be assigned to a Main Draw or Qualification Draw of a WS Stop as follows:

(a) direct to Main Draw: Wild Cards as per the relevant contract, Commercial Teams, and up to the top 5 Federation Teams in the WS Standings on the seeding date and subject to available direct slots in Main Draw;

(b) the remaining teams are assigned to the Main Draw or Qualification Draw based on seeding number

11.3. All team seeding numbers will be recalculated when all teams are definitely known, however the pool composition and pool order will remain unchanged.

11.4. If a pool is repeated (or could be repeated as a result of a Qualification Draw) during the seeding process of back-to-back WS Stops (defined as WS Stops seeded at the same time), then the known second-best ranked team in the relevant pool will be switched with the second-best ranked team of the next pool in the seeding process.

12. STANDINGS DUE TO FORCE MAJEURE

12.1. If a WS Event is cancelled before 5 Wednesdays at 10:00 UTC ("Cancellation Mark"), such event will be considered to not have ever been part of the Season. However, for teams allocated via Pre-Allocation or Invitee Pre-Allocation to a cancelled WS Event, FIBA will make best effort to reallocate to another WS Event.

12.2. If a WS Event is cancelled after the Cancellation Mark, but before it has started, the teams will benefit from an immediate adjustment of the Automated Slot of -2.

12.3. If a WS 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).

13. PRIZE MONEY AT WS EVENTS

13.1. Prize money, including individual prize money, earned at WS Events will be paid directly by FIBA, in principle within a month after the respective WS Event, via bank transfer and after applicable deductions (e.g. fines or local taxes), if any.

13.2. 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. The distribution of the prize money to the players is the responsibility and at the discretion of the respective Federation or patron.

13.3. The teams and individual prize money for WS Events for the current WS Season will be announced prior to WS Season start. Such announcement will become Annex 2 to this Handbook.

14. SANCTIONS & FINES

14.1. 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 WS sanctions listed in Annex 1; to be noted that Disciplinary Proceedings will not be opened should FIBA decide to utilise this provision.

14.2. 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.

14.3. 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).

14.4. A disqualified team will not be awarded individual ranking points or WS 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.

14.5. 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. For the avoidance of doubt, players are severally liable for fines and fees (Annex 1) raised against their team on a pro rata basis.

FIBA reserves the right to apportion the outstanding fines and fees among the players of their team at the end of a WS Season. Any player nominated by a team shall remain liable for any outstanding individual fine as well as any apportioned share of fine and fees and FIBA may set off such outstanding amounts against any prize money payable to such player's team. For the sake of clarity, the FIBA 3x3 online platform may display a warning during the nomination of player with outstanding fines or fees.

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 WS 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.

15.5. Each WS Event will have a technical meeting (in principle) at 20:00 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).

END.

APPENDIX 1

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APPENDIX 2

Graph showing team validation timeline and other key deadlines:

