2024 (Men's) Pro Circuit Handbook Quick Guide

1. FIBA 3x3 Pro Circuit

1.1. 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 are events are FIBA Official Competitions.

The path to the Pro Event is based on the FIBA 3x3 competition network:
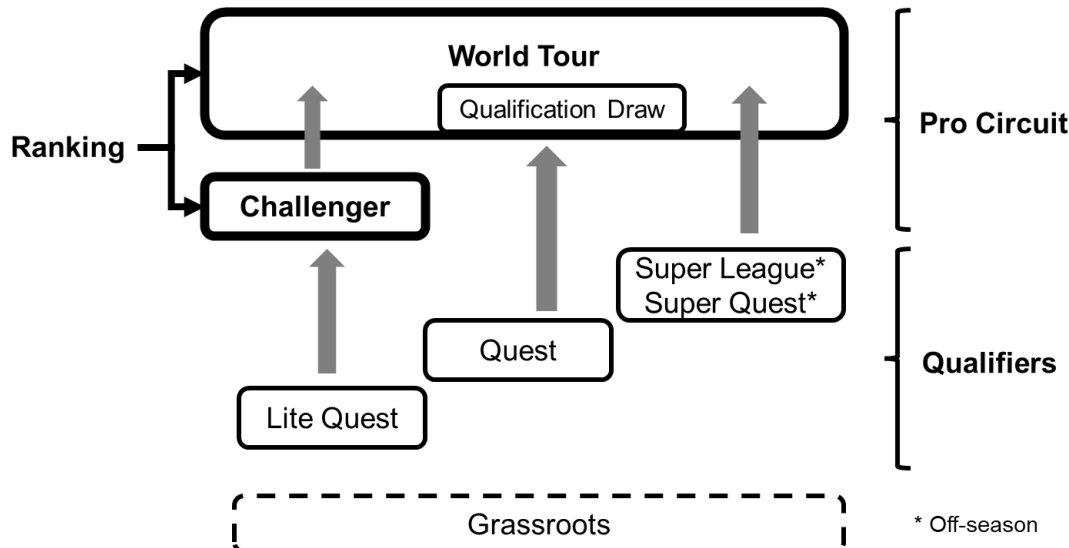
All events part of the FIBA 3x3 competition network provide individual ranking points to the players based on event level, team performance and player's individual stats.

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.

1.2. Challengers

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

Main Draw	1	Host Slot		Qualifying Draw A*	11	*
	2	Host Slot			12	*
	3	Automated Allocation			13	*
	4	Automated Allocation					
	5	Automated Allocation		Qualifying Draw B*	14	*
	6	Automated Allocation			15	*
	7	Automated Allocation			16	*
	8	Automated Allocation				
	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 based on teams' pre-registration and is regulated by the number of automated slots of each validated team and their ranking following article 3.5 of the Handbook. Only Validated Teams can pre-register for Automated Allocation slots for Challengers; the Automated Allocation process awards slots 5 Wednesdays before the respective Challenger.

The top 25 On-going Teams can ask for pre-allocation to Challengers early in the season on given deadlines (article 3).

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 3).

1.3. World Tour

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

Main Draw	1	Host Slot		Qualifying Draw	12	Quest
	2	Challenger			13	Quest
	3	Challenger			14	Quest
	4	Challenger				
	5	Challenger				
	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.

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 4).

1.4. Performance slots (article 4.5)

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 Nations League.

1.5. Stand-by Slots (article 6.9)

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.

2. Deadline at season start
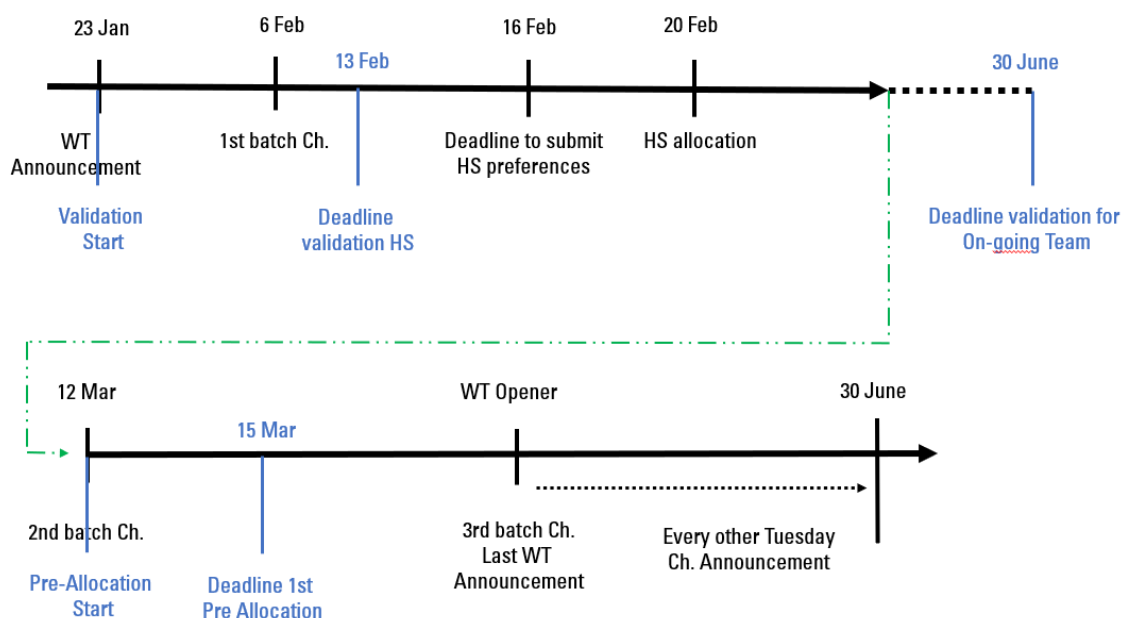
Ch. means Challenger
HS means Hard-Seeded

3. Teams

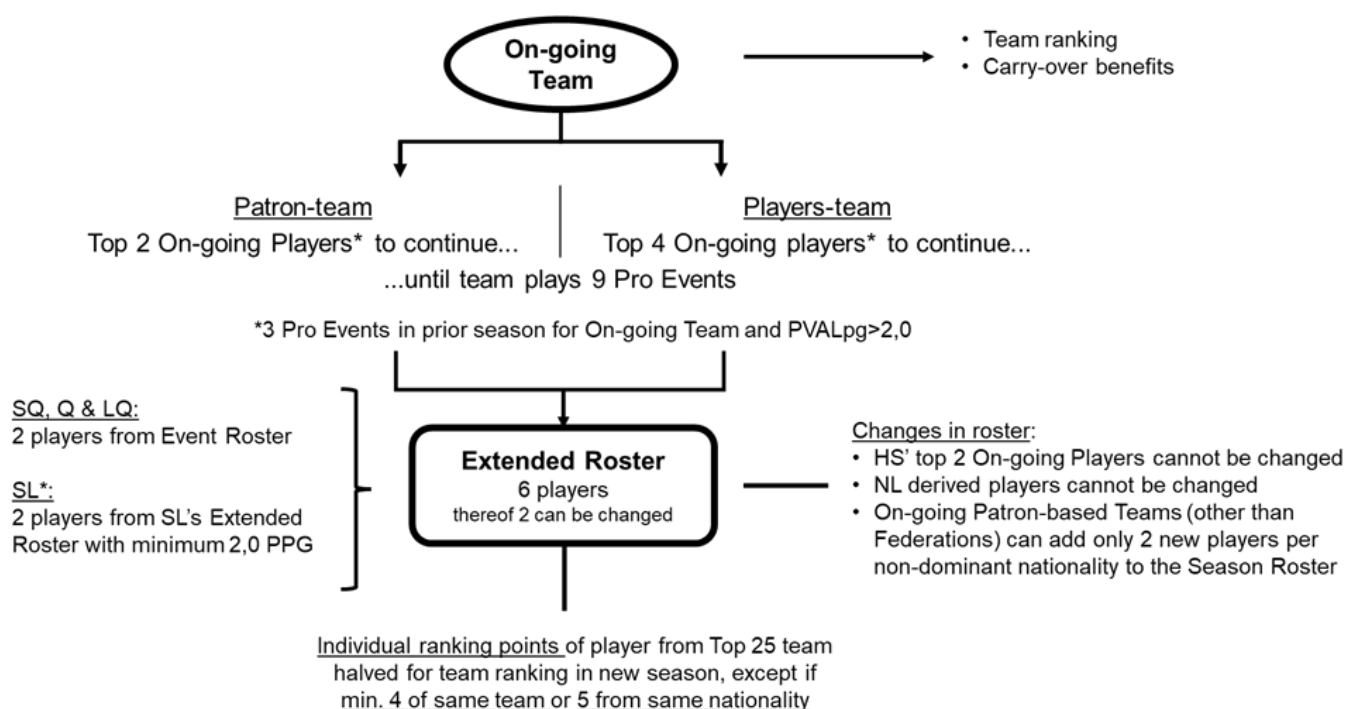#### 3.1. Patron-based vs Player-based Team

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")	Partner	Club/ Other	
Patron fee (Annex 2)	No		Yes	n.a.
Prior season performance perks	Subject to On-going Team: Patron to benefit, irrespectively of players transfers			Subject to On-going Team: players continuity is key
Player nationality	Min. 4 from NF nationality	Only 2 players of a non-dominant nationality can be added (at season-start & during season)		No restriction
Team validation	Regular process and players to acknowledge patron during confirmation			Regular process
Team name	Owned by patron			2 players from last season and in case of conflict, higher ranked keeps the name
Team nationality	= NF	Free	= Club / Free	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 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
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

3.2. Overview on various team requirements (Appendix 4)

On-going Team
• Team ranking
• Carry-over benefits

Patron-team
Top 2 On-going Players* to continue...

Players-team
Top 4 On-going players* to continue...

...until team plays 9 Pro Events

*3 Pro Events in prior season for On-going Team and PVALpg>2,0

SQ, Q & LQ:
2 players from Event Roster

SL*:
2 players from SL's Extended Roster with minimum 2,0 PPG

Extended Roster
6 players
thereof 2 can be changed

Changes in roster:
• HS' top 2 On-going Players cannot be changed
• NL derived players cannot be changed
• On-going Patron-based Teams (other than Federations) can add only 2 new players per non-dominant nationality to the Season Roster

Individual ranking points of player from Top 25 team halved for team ranking in new season, except if min. 4 of same team or 5 from same nationality

3.3. Travel to Pro Event

Validated teams that are qualified via Automated Allocation, 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).

3.4. 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.

3.5. Team Roster and Eligibility

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.

3.6. Player replacement of a Confirmed Player (Appendix 5)
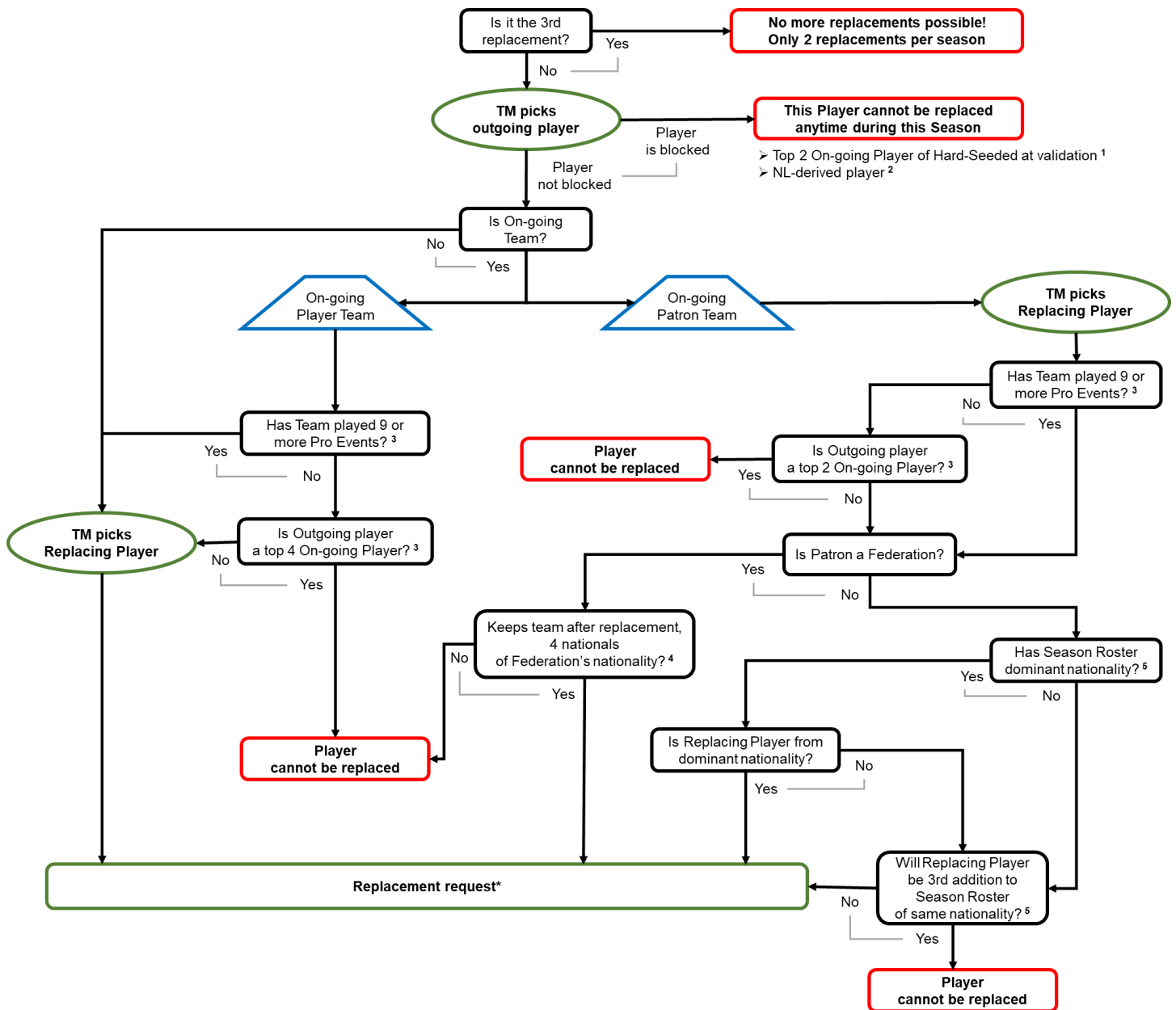
3.7. Pool Seeding

Teams are seeded based on Team Ranking for Validated Team.

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

3.8. Prize Money

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.

3.9. Sanctions

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.

4. Other

Team will be provided complimentary **standardized uniforms** (jersey and short that will have 2 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 explained in article 13 of the Pro Circuit Handbook.

Players and team managers are required to download the **FIBA 3x3 Pro App** available on Google Play Store and/or App Store.

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.