3X3 SWISS TOUR PLAYER'S HANDBOOK

MARCH 2026

SWISS
BASKETBALL

SUMMARY

DEFINITIONS

SWB :   Swiss Basketball

LOC: Local Organizing Committee

SWT: Abbreviation of Swiss Tour.

SWQ :   Swiss Quest

EVENT ROSTER: The 3 or 4 players registered by a team to participate in a given Stop of the SWT.

EXTENDED ROSTER: The Extended Roster shall be a minimum of 3 and maximum of 6 players. It includes the Event Roster + the substitute players. A 7th and 8th player may be added for an additional fee.

PLAY.FIBA3X3.COM: The official FIBA 3x3 competitions website.

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).

LITE 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 qualifier to Challenger.

SWISS TOUR FINAL: The ST final, to which teams qualify based on ST Standings (first 12) of teams following the completion of all Stops before the Final.

1 INTRODUCTION

1.1 The SWT consists of a series of SWT Stops and one SWT Final.

1.2 Teams qualify to SWT:

- through automatic qualification for teams ranked in the top 10 of the previous season, or
- through the SWQ, with a minimum of 2 teams qualifying via SWQ, or
- through a wildcard.

New: SWQ winners (winner and runner-up) automatically qualify for the corresponding Swiss Tour Stop. SWB will contact the winning teams after the tournament, and both qualified teams must confirm their participation within 3 days.

If a team fails to confirm in time, the spot will be assigned to the next eligible team

2 SWISS QUEST (SWQ)

2.1 SWQ tournaments are official grassroots qualifying events of the Swiss Tour. They are FIBA-endorsed 3x3 competitions and serve as the main entry point into the Swiss Tour circuit.

2.2 Each Swiss Tour Stop includes 6 teams coming from SWQ tournaments. Several SWQs (maximum 3) can qualify for the same Swiss Tour Stop.

2.3 Qualification Process
- The winning and the runner-up team of each SWQ earn a spot in the corresponding Swiss Tour Stop.
- If only two SWQ tournaments qualify teams for a Swiss Tour Stop, the top three teams of each SWQ will qualify.
- The teams must confirm their participation within 3 days.
- If a team does not confirm its participation within the deadline or withdraws, the spot is awarded to the next ranked team of the SWQ.

2.4 A team qualified through a SWQ must register at least 2 players who played the SWQ in the Event Roster for the Swiss Tour Stop. If the condition is not respected, the team will be considered as a no-show and sanctioned accordingly.

2.5 Integration into the Swiss Tour Circuit :
- If the SWQ winning team was not previously part of the Swiss Tour circuit, it will be integrated as a new team, with the 2 confirmed players forming the base of its roster.
- If the SWQ winning team already has an existing Swiss Tour roster, the victory counts as a qualification for that team, without creating a new roster.

2.6 SWQ organizer is free to set participation fees for teams or to make the tournament free of charge.

2.7 A valid 3x3 SWB license is mandatory for all players participating in a SWQ tournament.

2.8 There are no specific team name restrictions in SWQ tournaments. The LOC must ensure that no two teams use the same city name within the same SWQ.

3 ELIGIBILITY

3.1 Teams must ensure that each player in their roster has an account created on the play.fiba3x3.com platform.

Note: If a player wants to modify some information on his profile (nationality, merge 2 existing profiles,…), he can contact FIBA 3x3 Support.

4 ALLOCATION

4.1 Each ST Stop is composed of 12 teams :

- 6 teams qualified through SWQ
- 3 teams qualified from the top 10 of the previous season
- 2 Wildcard by Swiss Basketball (SWB)
- 1 Wildcard by the Local Organizing Committee

4.2 The top 10 teams from the previous Swiss Tour season automatically have the right to participate in one (1) or two (2) Swiss Tour Stops without going through the SWQ qualification process. The allocation of these direct entries is managed by SWB, in consultation with the teams, and based on the final standings of the previous season.

5 FINAL

5.1 The Final Stop of the Swiss Tour is composed of 12 teams and serves as the closing event of the Swiss Tour season.

5.2 The Swiss Tour Final is also the qualifying event for the FIBA World Tour, granting the winning team access to the international circuit.

5.3 The 12 participating teams are composed as follows:

- 8 teams from the Swiss Tour Stops (winner and runner-up of each ST Stop)
- 4 Wild Cards granted by SWB

5.4 At least two players from the registered season roster of the team must participate in the Swiss Tour Final.

6 TEAM ROSTER

6.1   By signing the obligatory "Player Registration Form" at the beginning of the season, the player confirms his membership of a team for the Swiss Tour

6.2   6 players maximum by default. Teams can add up to 2 additional players (7th and 8th) by paying CHF 250.- per player. No more than 8 players per roster.

6.3   Once a player is announced through the official registration form, he cannot be removed from the roster (even in case of injury).

6.4   A fine will be applied in case a player forgets or fails to bring their official jersey (see Chapter 11).

6.5   SWQ winners: At least 2 players from the SWQ must be present in the ST roster of the qualified Stop. If not, the team will be considered as not showing up and fined accordingly.

6.6   Injury rule: No replacement is allowed. Teams may only add a 7th/8th player, but injured players cannot be removed.

6.7   The team roster must be submitted by email by Wednesday (12:00 pm) preceding the tournament weekend. In the event of delay, the team will be fined CHF 100.00, to be paid within 10 days, and will have 0 points for seeding. In case of non-payment, the team will not be allowed to participate in the next tournament.

6.8   Once the roster has been transmitted, the team may only modify members of its team with other players already announced in the roster, but not with a new player. This can be done until the Friday 12h00 before the tournament.

6.9   Once a player has registered with a team, he cannot be added nor nominated to a different team's Event Roster or Extended Roster in the same season.

6.10   No player can play for two different teams.

7 COMPETITION

7.1   Competition format

- Each Swiss Tour Stop consists of 12 teams, divided into 4 pools of 3 teams each.
- Each team plays against the other 2 teams in its pool. The top 2 teams of each pool qualify for the Quarter-Finals, followed by Semi-Finals and the Final.
- Teams are seeded based on their FIBA ranking and distributed into pools according to their seed number. Pool seeding is carried out on the Wednesday preceding the tournament.

7.2   Pool Standings Criteria (automatically managed in Event Maker):

- Highest number of wins (or win ratio in case of unequal number of games in inter-pool comparisons);
- Head-to-head result (win/loss only – applies only within a pool);
- Average points scored (excluding forfeited games).
- If teams remain tied after applying these criteria, the higher-seeded team(s) will prevail.

7.3   Knock-Out Phase

- The 2 best teams from each pool advance to the Quarter-Finals.
- The winners progress through to the Semi-Finals and then the Final.
- No classification games are played.

7.4   Game Management

- The schedule allocates 25 minutes per game.
- In case of delay, the team will not have any practice time on court. Warm-up must be done outside the court before the game.

8 TEAM NAME RULES

8.1   The team name shall comply with the following requirements:

- The name of a validated team should preferentially represent the city of the team.
- Two teams cannot have the same name.
- Names of countries or regions are forbidden (example: Riviera or Romandie).
- A commercial suffix of 10 characters (including spaces) can be added to the city name. The commercial suffix will be placed after the city name and not before.

8.2   Team name priority is determined based on qualification to the Swiss Tour. Once a team qualifies for a Swiss Tour Stop, its team name is automatically reserved. Teams qualifying through a SWQ and entering a Swiss Tour Stop must register under an available team name.

8.3   The commercial suffix shall not be associated with companies in the categories reserved to SWB (i.e. sports equipment, basketballs, time keeping and basketball courts) and shall not offend morality or common decency, nor convey directly or indirectly a political message. SWB may refuse naming which can reasonably be interpreted as being obscene or otherwise contrary to SWB's values. This applies, without limitation, to any reference to pornography, weapons, tobacco or hard liquor.

9 PRIZE MONEY

9.1   The prize money for each ST Stop is determined by the LOC, but must be at least CHF 1'500.-.

9.2   The prize money will be paid directly by the LOC, in principle within one week following the tournament.

10 QUALIFICATION TO A FIBA CHALLENGER

10.1 In principle, each Swiss Tour Stop should grant the winning team a spot in a FIBA Challenger. However, this is not guaranteed and depends on FIBA's allocation of spots. If no Challenger spot is available, the winning team will instead receive a qualification for a FIBA Quest.

10.2 SWB provides a contribution of CHF 1'500.– to the team participating in the corresponding FIBA Challenger or Quest, intended to help cover travel expenses. This contribution does not apply if the FIBA Challenger or FIBA Quest takes place in the same country as the awarded team.

10.3 Within one week following the tournament, the winning team will be contacted either by **FIBA** regarding their participation in the Challenger, or by **SWB** if the qualification is for a Quest.

11 FEES

11.1 There is no registration fee for teams qualified for the Swiss Tour.

11.2 Registration fees for SWQ tournaments are determined by the LOC and may be applied.

11.3 There is no defrayal fee allocated to the teams.

12 ENTRY FORM

12.1 Each player participating in one or more stops of the ST must have signed the "Entry Form".

13 LICENSE

13.1 Each player must hold a valid 3x3 SWB license in order to participate. A player cannot take part in any Swiss Tour Stop or SWQ Stops without a valid license.

13.2 It is the player's responsibility to apply for a valid 3x3 SWB license through the official SWB forms prior to the event.

13.3 Exception: teams invited by Wildcards are not required to hold a SWB license.

Note that the 3x3 and 5x5 licenses are distinct; therefore, even if a player holds a 5x5 SWB license, they must also hold a 3x3 license to participate in the Swiss Tour.

14 UNIFORMS

14.1 Each team can choose its jersey numbers between 1 and 8, according to the following standard size chart: 1 – M, 2 – L, 3 – L, 4 – XL, 5 – XL, 6 – 2XL, 7 – 2XL, 8 – 3XL.

14.2 Each player receives the official Swiss Tour equipment, which includes a reversible jersey and reversible shorts.

14.3 Once a player has played with a specific jersey number, they must keep the same number for the entire season, regardless of whether they wear the light or dark version. Any change will result in a fine.

14.4 Each player must bring his official equipment for each ST Stops.

14.5 The "local" team plays in light, the "visiting" team plays in dark.

14.6   Advertising & other signage on uniforms is subject to and has to comply with article 15.

15 COMMERCIAL & SPONSORING

15.1   A commercial suffix of 10 characters (including spaces) can be add to the city name.

15.2   Commercial Signage is not allowed in the categories of athletic apparel, sports footwear, timekeeper, sports equipment, banking services, energy drinks, basketball courts and basketballs. SWB reserves the right to add one or two additional restricted categories before the beginning of the ST Season.

15.3   A space reserved for sponsors is available on the right leg of the official ST shorts. The printing of the sponsor logo must be organized and paid for by the team itself.

15.4   The sponsor logo must comply with the following requirements:

-   The logo must be white.
-   The logo must be placed on the right leg of the shorts.
-   The sponsor logo may be maximum 11 cm high (4.3 in) with at least 1 cm from the top and 1 cm from the bottom.
-   The final artwork must be approved by SWB prior to printing. SWB reserves the right to approve or reject the proposed logo.

15.5   Team advertising at ST Stops in the form of arm sleeve, arm bands and Marks of commercial nature (jointly "Commercial Signage") is allowed.

-   Each player may display Commercial Signage on arms. The same Commercial Signage may also be put on the player's other arm, provided that both Commercial Signages are identical as regards the design and in terms of where on the arm they are placed.

15.6   All players of the team must wear identical equipment and team advertising during a Swiss Tour Stop, including : sponsor logos, prints, arm sleeves, arm bands and any other commercial signage.

Any discrepancy in the team's equipment or advertising will result in a fine of CHF 250.– (e.g., if three players have the sponsor logo printed on the shorts and one player does not).

15.7   Players must request SWB's approval of any Tattoo and/or garments they wish to display.

16 SANCTIONS & FINE

16.1 In case of non-respect of the rules of play, of this Handbook, of the points addressed in the "Entry Form", or of the ethical code of the competition (disrespect, destruction / degradation of the material and the place of the competition), SWB could invoice the amount of the damage caused and also sends a fine of CHF 500. The team could be disqualified of the ST.

16.2 A team presenting itself at an event with less than 3 players will not be able to take part in the Stop and will automatically lose its games by forfeit.

16.3 In addition, a team presenting itself with less than 2 players who participated in the SWQ that qualified the team to the Swiss Tour Stop will also lose its games by forfeit.

16.4 If a team fails to show up at any Stop without notifying SWB, the team will be disqualified from the ST and a fine of CHF 500 will be sent to the team.

16.5 If a team arrives late to the tournament, the team will forfeit the missed games.

16.6 A disqualified team will not be awarded individual ranking points or ST Standings points at the given stop 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 Stop.

16.7 All fines will be invoiced to the 3x3 club, if the team is officially registered as a club.
If the team does not have a legally registered club structure, the fine will be invoiced to the team captain, even if the violation was committed by another player of the team.

REASON	FINE
FORGOTTEN OFFICIAL EQUIPMENT	CHF 100.-
LOSS OF THE OFFICIAL EQUIPMENT	CHF 200.-
NON-IDENTICAL TEAM EQUIPMENT / COMMERCIAL SIGNAGE	CHF 250.-
DELAY IN ROSTER ANNOUNCEMENT (DEADLINE: WEDNESDAY 12 PM)	CHF 100.-
NO-SHOW OF THE TEAM	CHF 500.- +
NON-COMPLIANCE OR DAMAGES CAUSED	MIN. CHF 500.-
ADDITION OF A 7TH OR 8TH PLAYER	CHF 250.- per player
CHANGE OF JERSEY NUMBERS BETWEEN SWISS TOUR STOPS	CHF 100.-