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Eligibility:

- All participants must be:
 - Full-time/Part-time Student at CSUSM during the current semester.
 - Faculty/Staff
 - Graduate Student
- Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.
- Only one (1) Collegiate Basketball athlete may be on any one team's roster, only if permitted by their coach.
- Players must have registered successfully and paid using the online Fusion portal or in person at the CFH, and be on their team's IM Leagues roster before the 2nd game of the season.

Team Roster (3v3)/ Substitutions:

- Each team roster may consist of 5 players' maximum with 3 on the court. A team must have 2 players to start and continue a game.
- Substitutions may be made by a team in control of the ball behind the check line. The offensive team must shout, "sub" and then hand the ball to the nearest opponent. The defensive team may make substitutions at this time as well.
- Once all substitutions have been made, the defensive team shall bounce-pass the ball to the offense to show they are ready and the offense shall restart the game by in-bounding from the check line.
- All players on a team should wear similar colored shirts or jerseys, home teams will be white and away teams will be dark. Pinnies are available at the court for each team.
- No participants may wear caps while playing.

General Play and Scoring:

- The game will begin by either a coin toss or by alternating free throw attempts. A coin toss will start the game if both teams cannot agree.
- Play will always start with an in-bound pass from behind the check line. (This includes fouls, out-of-bounds, and all other starts after a dead ball.)
- Teams do not need to in-bound on missed baskets but on defensive rebounds (and other live ball changes of possession), a player on the new offense with the ball must get both feet past the check line before that team can make a basket.
- A basket made by an unchecked ball will not count and possession will go to the opponent.

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- All baskets made from inside the 3-point line will count as one point. All baskets beyond the 3-point line will count for two points. All converted foul shots will count as one point.
- The first team to score 25 points or the team leading at the end of the 30-minute time limit will win. It is not necessary to win by two points. In case of a tie at the end of 30 minutes, the winner will be decided by the next basket made.
- Each team will be required to take a shot at the basket within 30 seconds after taking possession. The rule has been implemented to eliminate a team from stalling to retain possession near the end of the game. Violations of this rule, including non-legitimate shots, will result in an offensive turnover and possession for the defending team.

Timing:

- There are NO timeouts. In case of injury, time will be kept by the court monitor for the game.

Checking the Ball:

- Each time a ball changes team possession, the ball must be “checked”. To check a ball, a team must have player control of the ball beyond the check line (top of the key). Any basket scored by an unchecked ball will not count, and possession of the ball will go to the opponent.
- An offensive rebound is not a change in possession; loss of player control is not always loss of team possession; scoring a basket IS a change in team possession. Following a basket or a defensive rebound the ball must be checked.
- Dead Ball Checking is done following a substitution, the settlement of a dispute, or any other long delay in the game. The procedure for checking a dead ball is for the defensive team to bounce pass the ball to the offensive player who is standing behind the check line. This procedure allows both sides to get ready prior to the start of play.

Fouls:

- The game is self-officiated. Fouls may be called by either team at any time. However, calls are usually reserved for fouls, by the defense, which deprive an offensive player from scoring and/or fouls, by the offense, which enable a basket to be scored by an unfair act by an offensive player against a defensive player.
- Off the ball fouls should rarely be called, just as violations such as traveling. Constant calling of trivial fouls will take away from game time and decrease the general enjoyment of the game. Fouls may be called on shots up to the time of the basket or on a miss, the ball hitting the rim or backboard. (If the ball doesn't hit anything—ease up defense, either that was an air ball or that was a nasty foul.) As stated in General Play and Scoring, the fouled team will receive the ball at the check line.
- Shooting fouls with a converted basket shall result in the basket counted and loss

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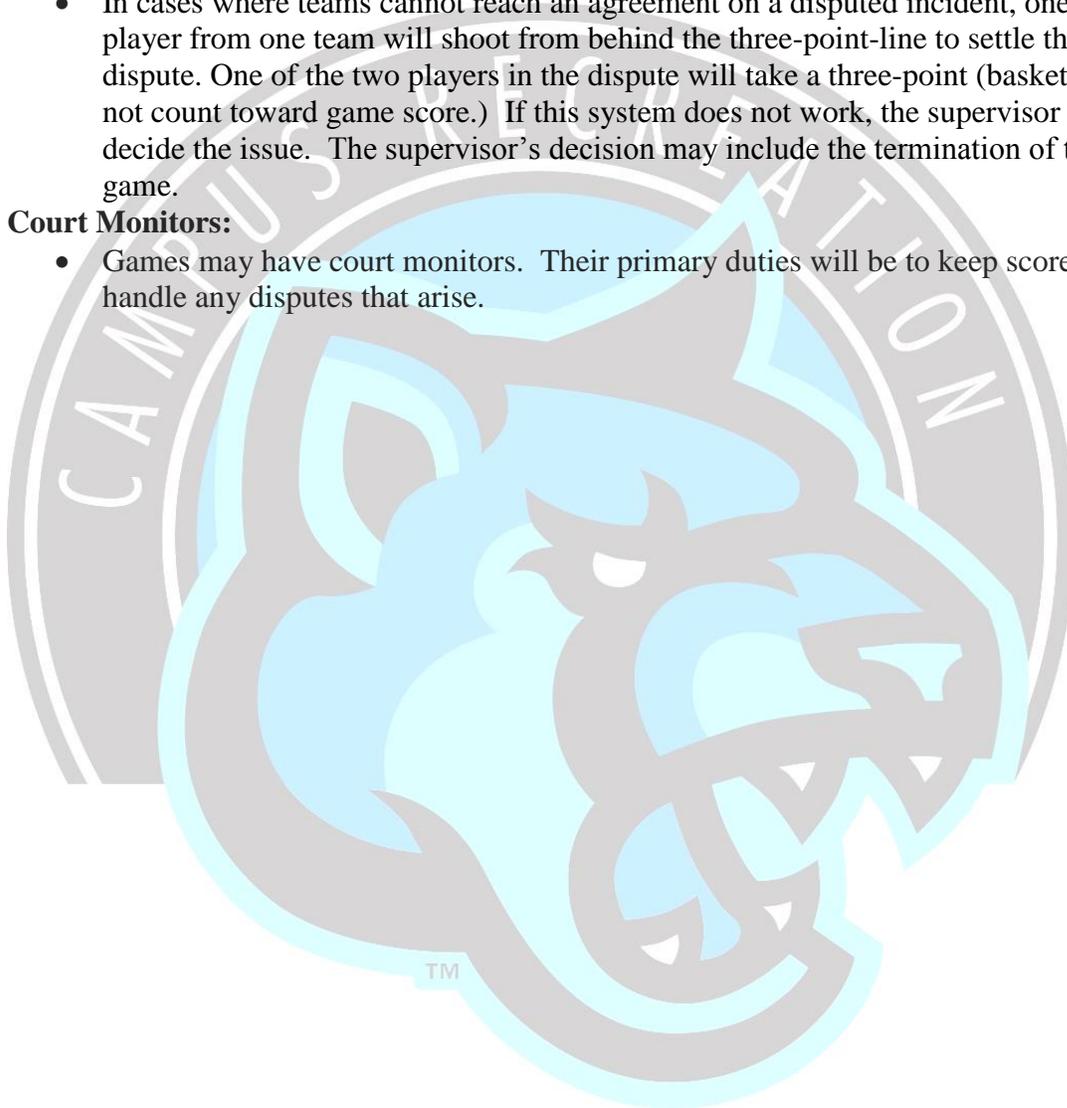
of possession (no penalty, play continues as if there was no foul with the defense taking the ball).

Dispute:

- In cases where teams cannot reach an agreement on a disputed incident, one player from one team will shoot from behind the three-point-line to settle the dispute. One of the two players in the dispute will take a three-point (baskets do not count toward game score.) If this system does not work, the supervisor will decide the issue. The supervisor's decision may include the termination of the game.

Court Monitors:

- Games may have court monitors. Their primary duties will be to keep score and handle any disputes that arise.



Sportsmanship:

Following each game, officials and/or on-site supervisor will evaluate team behavior and award sportsmanship points to all teams. In order to be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score less than 4 will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

5. Respect shown to the game and staff by the participants, coaches, and spectators. Participants speak to their peers and event staff appropriately at all times. Awarded to teams that show up prepared and are unable to play only due to their opponents forfeiting.
4. Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include but are not limited to trash talk, cursing, publicly questioning an official's ability, mocking the opponent.
3. Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game.
2. Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators.
1. An ejection of any kind. 0 ☐ Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students' Office.

**Any ejection or score of 2 or below may result in a meeting with the Team Sports Supervisor and a possible suspension or expulsion from the league.