



Hard Rock Basketball Rules

- 3v3 (half court)
- Two 10-minute halves
- 2 minute half time
- Rock, Paper, Scissors to determine first possession
- Check the ball at top of the arc to the opposing team after made baskets
- Clock stops in the last minute of the second half on dead balls
- Players may sub in on any dead ball
- Baskets inside the arc are worth 1 point
- Baskets outside the arc are worth 2 points
- Players can not foul out, but 7th team foul in each half awards one free throw
- 10th team foul in a half results in 2 free throws
- Players fouled on a made basket will receive an additional free throw
- Each team gets one 30-second time out per half
- A team may also win their game if they are the first to reach 21 points (and ahead by at least 2 points)
- Forfeits are 8-0
- Change of possession players must gain possession outside the arc before scoring
- The winning team from each pool (based on: record, point differential, points scored, coin flip) plus one wild card team, will make playoffs.