



Summer League Rules

5 Year Olds

The Halo Rules are modifications from high school rules to help young players grow with the game.

General

3-on-3 games
Junior 27" ball
60' x 40' side court
7' hoop height
8' free throw line.
Guaranteed 12 min. playing time.
Head coach allowed on the court.

Time

6-minute quarters
Running clock, including during timeouts.
Clock stops for subs at 3 min. mark.
One 30-second timeout in 2nd Half.
No timeouts in last 2 minutes.
No overtime.

Scoring

No Free Throws
Shooting Fouls - One point and ball if missed. 3 points if made.
Common fouls - Offensive keeps the ball.
Blowout Rule: If lead is 20 points or more at
halftime, the score is cleared to 0-0.

Offense

No lane violation.
Traveling and double dribble called
if continuous.
Substitutions at 6 minute mark of each half.

Defense

Must play man-to-man.
No double teaming or trapping.
No pressing.

Halo Commitment

I commit to joining with the Halo Sports staff to ENCOURAGE AND IMPROVE young players. I accept responsibility for influencing those around me to do the same.



Summer League Rules 6-7 Year Olds

The Halo Rules are modifications from high school rules to help young players grow with the game.

General

4-on-4 games
Junior 27" ball
60' x 40' side court
8' hoop height
10' free throw line
Head coach allowed on the court.
Guaranteed 12 min. playing time

Time

Two games with 12-minute halves and running clock
Clock stops for subs at 6 min. mark.
Clock runs during timeouts.
One 30-second timeout in 2nd Half.
No timeouts during last 2 minutes.
No overtime.

Scoring

No Free Throws
Shooting Fouls - One point and ball if missed. 3 points if made.
Common fouls - Offensive keeps the ball.
Blowout Rule: If lead is 20 points or more at halftime, the score is cleared to 0-0.

Offense

No lane violation.
Traveling and double dribble called if continuous.
Substitutions at 6 minute mark of each half.

Defense

No double teaming.
No pressing.
Must play man-to-man.

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Summer League Rules 8-9 Year Olds

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General

4-on-4 games
Junior 27" ball
60' x 40' side court
9' hoop height
12' free throw line
Guaranteed 12 min. playing time

Time

Two games with 12-min. halves and running clock
Clock stops for subs at 6 min. mark.
Clock runs during timeouts.
One 30-second timeout in 2nd Half
No timeouts during last 2 minutes.
No overtime.

Scoring

No Free Throws
Shooting Fouls - One point and ball if missed. 3 points if made.
Common fouls - Offensive keeps the ball.
Blowout Rule: If lead is 20 points or more at
halftime, the score is cleared to 0-0.

Offense

Lane violation is 4 seconds.
Substitutions at 6 minute mark of each half.

Defense

No double teaming.
No pressing.
Must play man-to-man.

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Summer League Rules 10-11 Year Olds

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General

5-on-5 games
28.5" ball
Middle or high school court
13' free throw line
Minimum 6 min. playing time

Time

Two games with 12-min. halves and running clock.
Timeouts - One used only in 2nd half.
Stop clock in final minute of game.

Scoring

No 3-point shots allowed.
No free throws (except final minute).
Shooting Fouls - One point and ball if missed. 3 points if made.
Common fouls - One point and ball after 5 team fouls
Final Minute - Two free throws if shooting foul, one and one free throws if common foul.
Blowout Rule: If lead is 20 points or more, the winning team is not allowed to full court press.

Overtime

Overtime is sudden death, first team to score.
Shooting fouls - two free throws
Common fouls - one and one free throws

Offense

Lane violation is 4 seconds.

Defense

No pressing except during final 2 minutes of game.
Must play man-to-man.

Playoffs

Double elimination tournament. Seedings are determined according to regular season records.
Time Modified games.

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Summer League Rules 12-13 Year Olds

The Halo Rules are modifications from high school rules to help young players grow with the game.

General

5-on-5 games
Middle or high school court
Minimum 6 min. playing time

Time

Two games with 12-min. halves and running clock.
Timeouts - One used only in 2nd half.
Stop clock in final minute of game.

Scoring

No free throws (except final minute).
Shooting Fouls - One point and ball if missed. 3 points if made.
Common fouls - One point and ball after 5 team fouls
Final Minute - Two free throws if shooting foul, one and one free throws if common foul.
Blowout Rule: If lead is 20 points or more, the winning team is not allowed to full court press.

Overtime

Overtime is sudden death, first team to score.
Shooting fouls - two free throws
Common fouls - one and one free throws

Defense

Must play man-to-man.
Full court press is allowed.

Playoffs

Double elimination tournament. Seedings are determined according to regular season records.
Time Modified games.

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Summer League Rules 14-18 Year Olds

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General

5-on-5 games

Players must be enrolled in high school.

Coach must be at least 21 years old or older and present at games.

Minimum 6 min. playing time

Time

Two games with 12-min. halves and running clock.

Timeouts - One used only in 2nd half.

Stop clock in final minute of game.

Scoring

No free throws (except final minute).

Shooting Fouls - One point and ball if missed. 3 points if made.

Common fouls - One point and ball after 5 team fouls

Final Minute - Two free throws if shooting foul, one and one free throws if common foul.

Blowout Rule: If lead is 20 points or more, the winning team is not allowed to full court press.

Overtime

Overtime is sudden death, first team to score.

Shooting fouls - two free throws

Common fouls - one and one free throws

Defense

Must play man-to-man.

Full court press is allowed.

Playoffs

Double elimination tournament. Seedings are determined according to regular season records.

Time Modified games.

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