



Game Rules

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

12-13 Year Olds

GENERAL

- Recommended 10 players per team
- Guaranteed 10 min. playing time
- Home team listed first on schedule
- Single-elimination tournament
- (1) assistant coach allowed on bench

TIME

10-minute quarters

- Running clock
- Clock stops in final 2 min. if <15 pt. lead
- (2) 30-second timeouts per half
- OT: *sudden death, one timeout per team (no carryover)*

OFFENSE

- Shooting foul on missed 2 pt. shot: *(1) FT for 2 pts. before final 2 min.*
- Shooting foul on missed 3 pt. shot: *(1) FT for 2 pts. + (1) FT for 1 pt. before final 2 min.*

DEFENSE

- Mercy Rule for 20+ pt. lead:** *leading team defends inside 3 pt. line, revert to original rules if lead 15 pts. or less*