



Game Rules

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

10-11 Year Olds

GENERAL

28.5" ball for boys and girls

13' free throw line

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.*

Lane violation: 4 sec.

No 3 pt. shot

DEFENSE

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

Full Ct. Press: *allowed only final 2 min.*

1st qtr. 2-3 zone inside 3 pt. line: *pinch allowed, no trap or double team*

2nd qtr. Man-to-man: *help & recover allowed, no trap or double team*

2nd half: *coach's choice, trap and double team allowed*