



Game Rules

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

14-18 Year Olds

GENERAL

Recommended 10 players per team

Guaranteed 10 min. playing time

Players must be enrolled in high school

Coach 21 yrs. or older must be present

Home team listed first on schedule

Single-elimination tournament

(1) assistant coach allowed on bench Athletic attire required

Game stopped if lose spirit of competition

TIME

20-minute halves

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 no full ct. press, revert to original rules if lead 15 pts. or less*