



Game Rules

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

8-9 Year Olds

GENERAL

4-on-4 games

Junior 27" ball

60' x 40' court

9' hoop height

12' free throw line

Recommended 8 players per team

Guaranteed 20 min. playing time

Home team listed first on schedule

TIME

10-minute quarters

Running clock, inc. during timeouts

Clock stops for subs at 5 min. mark

(1) 30-second timeout per half before last 2 min.

No overtime

OFFENSE

No 3 pt. shot

Foul on missed shot: *1 FT for 2 pts.*

Halftime FT: *1 FT for 2 pts.*

Lane violation: *4 sec.*

Traveling: *called loosely when stopping*

Mercy Rule for 20+ pt. lead at half: *reset score 0-0 before Halftime FT*

DEFENSE

No full ct. press

1st qtr. 2-2 zone in lane: *pinch allowed, no double-team or trap*

2nd qtr. Man-to-man: *help & recover allowed*

2nd half 2-2 zone in lane or man-to-man: *pinch allowed, help & recover allowed, no double team or trap*