



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
- Maximum 6 players per team.
- Minimum 12 min. playing time per player
- Head coach is allowed on the court

TIME

- 6-minute quarters
- Running clock, except during subs at 3 min
- No overtime

SCORING

- No Free Throws
- Shooting fouls on a miss: one point and possession
- Shooting fouls on a make: 3 pts, change possession
- Common fouls: keep possession
- Blowout Rule: If 20+ spread at halftime, score is reset to 0-0

OFFENSE

- No lane violation
- Traveling and double dribble called if continuous

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
- Maximum 8 players per team
- 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, not allowed during final
- 2 minutes of each half
- No overtime

SCORING

- No free throws
- Shooting fouls on a miss: one point and possession
- Shooting fouls on a make: 3 pts, change possession
- Common fouls: keep possession
- Blowout Rule: If 20+ pt. lead, no full court press

OFFENSE

- No lane violation
- Traveling and double dribble called if continuous
- Substitutions scheduled at halfway mark of quarter but may be used anytime

DEFENSE

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

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Summer League Rules

8-9 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
- 9' hoop height
- 12' free throw line
- Maximum 8 players per team
- 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, not allowed during final
- 2 minutes of each half
- No overtime

SCORING

- No free throws
- Shooting fouls on a miss: one point and possession
- Shooting fouls on a make: 3 pts, change possession
- Common fouls: keep possession
- Blowout Rule: If 20+ pt. lead, no full court press

OFFENSE

- Lane violation is 4 seconds
- Substitutions scheduled at halfway mark of quarter but may be used anytime

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
- Maximum 10 players per team
- Minimum 6 min. playing time
- Lane violation is 4 seconds

TIME

- Two games with 12-min. halves and running clock
- Clock stops in final minute if <10 pt. spread
- 30 sec. timeout, allowed only in final minute
- Clock stops during timeout

OVERTIME

- Sudden death
- Both teams in 1-and-1 bonus for fouls (on a make, only 1 attempt necessary)

SCORING

- No 3-point shots allowed
- No free throws, except bonus 1-and-1 in final minute
- Shooting fouls on a miss: one point and possession
- Shooting fouls on a make: 3 pts, change possession
- Common fouls after 5 team fouls: one point and possession
- Blowout Rule: If 20+ pt. lead, no full court press

DEFENSE

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

PLAYOFFS

- Double elimination tournament.
- Seeded by regular season records
- 12 min. games

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Summer League Rules

12-18 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
- Maximum 10 players per team
- Minimum 6 min. playing time
- 14-18's: Players must be enrolled in high school
- Coach must be at least 21 years old and present at games

TIME

- Two games with 12-min. halves and running clock.
- Clock stops in final minute if <10 pt. spread.
- 30 sec. timeout, allowed only in final minute.
- Clock stops during timeout.

OVERTIME

- Sudden death
- Both teams in 1-and-1 bonus for fouls (on a make, only 1 attempt necessary)

SCORING

- No free throws, except bonus 1-and-1 in final minute
- Shooting fouls on a miss: one point and possession
- Shooting fouls on a make: 3 pts, change possession
- Common fouls after 5 team fouls: one point and possession
- Blowout Rule: If 20+ pt. lead, no full court press

DEFENSE

- Must play man-to-man

PLAYOFFS

- Double elimination tournament.
- Seeded by regular season records
- 12 min. games

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