



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 minutes playing time.
Home team is listed first on the schedule.
Single-elimination post-season tournament.
One assistant coach allowed on the bench.

TIME

10-minute quarters
Running clock, except during timeouts. Clock stops in final 2 minutes if <15 point spread.
Two 30-second timeouts per half
Overtime

- sudden death
- one timeout per team (no carryovers)

OFFENSE

Free throw = 2 points
Shooting foul on missed shot = 1 free throw
Shooting foul on made shot = count the shot, 1 free throw
Shooting foul on 3 point shot = shoot 2 free throws (first = 2 points; second = 1 point)
Last 2 minutes of the game, free throws are according to high school rules
7 team fouls per half - 1 FT for 2 pts after

DEFENSE

If lead is 20 points or more, winning team is not allowed to press and must play half-court defense inside the 3 pt. line. Original rules apply if lead is less than 15 points.