

Halo Hoops Summer Youth League

Rules: 6-7 Yr Olds

GENERAL

4-on-4 games

Modifications to equipment

Ball size: junior

Court size: 60' x 40'

Goal height: 8'

Free throw line: 10'

Coaches may be on court and assist players vocally without causing interference

Maximum 8 players per team

Age determined as of Oct. 15

Minimum 12 min. playing time per game per player

TIME

Two 12-minute halves

Running clock (no stoppage during timeouts)

3 min. halftime with free throw shootoff

Each player shoots 1 free throw worth 2 pts.

Team with fewer players shoots extra to make up difference

Each team allowed one 30 sec. timeout per team per half

Cannot use timeout during last 2 min. of each half

SCORING

Each basket & free throw worth 2 pts.

Free Throws

Shooting foul = If shot missed, 1 free throw

Non-shooting foul = After 7 team fouls in half, 1 free throw

Blowout Rule

If 20 pt. lead or more at halftime, score cleared to 0-0

Halftime free throws added to second half score

If tie score at end of game, no overtime

OFFENSE

Violations

Traveling and double dribble called if continuous

No lane violation

Substitutions allowed at 6 min. mark and dead ball situations

DEFENSE

Must play man-to-man

No pressing

Defense must get back past half-court line

No double teaming

BEHAVIOR

Disagreement with a rule infraction (not judgment call) must be presented respectfully by coach in following order:

1. To referee during halftime or timeout

2. To gym director during halftime

If issue not resolved, coach must e-mail league director within 3 days of occurrence

Players may not dispute calls with officials or use offensive language

First offense: warning to team

Second offense: technical foul applied to team

Gym director will excuse from gym anyone not abiding by Halo Commitment