

# Halo Hoops Summer Youth League

## Rules: 8-9 Yr Olds

### GENERAL

4-on-4 games

Modifications to equipment

Ball size: junior

Court size: 60' x 40'

Goal height: 9'

Free throw line: 12'

Maximum 8 players per team

Age determined as of Oct. 15

Minimum 12 min. playing time per game per player

### TIME

Two 12 min. 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 missed shot, 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 play

### OFFENSE

4-second lane violation

Substitutions allowed at 6 min. mark and dead ball situations

### DEFENSE

Requirements

Man-to-man defense

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 at halftime or during timeout

2. To gym director at 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