



OCEAN GROVE  
**BREAKERS**



# UNDER 12'S

## GUB JUNIOR RULES

### BALL SIZE

Size 5

### RING HEIGHT

10 Feet (Full Height)

### TIMING RULES

**Warm-up:** 2 (Two) minutes **Halves:** 2 (Two) × 20 minutes  
**Half-time:** 2 (Two) minutes **Timeouts:** 2 per team, per half. They can not be taken in the last minute of the first half **Clock stops:** Each whistle during the last 1 (one) minute of the first half, and the last 3 (three) minutes of the second half.

### SCORING CAPS

Only applies to Division 2 and lower. 20 points per game, per player, or 21 points in a game if a field goal is scored when the player is on 19 points. No 3 point line. Points scored outside the 3-point line will be scored as 2 (Two) points.

### FOUL SHOTS

Modified free throw line, closest to the basket.

### NO ZONE RULE

Zone defence is **not** allowed. Teams must defend using '**man-on-man**' principles.

### MERCY RULE

If a team is winning by **20 points** or more they can only start to play defence inside the defensive 3 point line

### FILL IN'S

Club teams may use fill-in players from a lower age group or division provided that player is registered with the same club. Teams playing with fill-ins will be capped at 7 players per game in the regular season