



OCEAN GROVE
BREAKERS



UNDER 10'S

GUB JUNIOR RULES

BALL SIZE

Size 5

RING HEIGHT

8 Feet (Lowered)

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

12 points per game, per player, or 13 points in a game if a field goal is scored when the player is on 11 points. **No 3 point line.** Points scored outside the 3-point line will be scored as 2 (Two) points.

HALF TIME SHOTS

Each team is allowed **10** free throws. If a team doesn't have 10 players, the coach nominates who has a second shot. Points are allocated to the team and contribute towards the final score of the game.

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. If a team is leading by 20 points they must only start defence in the defensive 3 point line

ROUND ROBIN

There is no ladder and teams do not participate in finals. Instead there is a round robin competition in the last week of the season and players will receive participation medals