



OCEAN GROVE
BREAKERS



UNDER 14'S

GUB JUNIOR RULES

BALL SIZE

Size 6

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

No scoring Cap

3-POINT LINE

Use a shortened 3-point line (6.25m)

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