

GEELONG UNITED BASKETBALL



DEVELOPMENT RULES - GRADE 5-6

BALL SIZE	Size 5
RING HEIGHT	10 Feet (Full Height)
TIMING RULES	Warm-up: 2 (Two) minutes Halves: 2 (Two) x 20 minutes Half-time: 3 (Three) minutes Timeouts: 2 (Two) per team per half. They cannot be taken in the last minute of the first half. Clock stops: Each whistle in the last minute of the first half and the last 3 (three) minutes of the second half.
SCORING CAPS	10 points per half or 20 points per game, per player. Players can reach 11 points in a half or 21 in a game if a field goal is scored when the player is on 9 (nine) or 19 points.
HALF-TIME SHOTS	No half-time free throws are taken in Grade 5-6 competition.
FOUL SHOTS	Modified free throw line closest to the standard free throw line
3-POINT LINE	Not recognised. Points scored outside the 3-point line will be scored as 2 (two) points.
NO ZONE RULE	Zone Defence is not allowed. Teams must defend using 'man-on-man' principles. If you are concerned this rule is being broken, please speak with staff.
MERCY RULE	When a team leads by 20 points, they can only play defence inside the 3-point line

