

GEE LONG UNITED BASKETBALL



DEVELOPMENT RULES - PREP-GRADE 2

BALL SIZE	Size 5
RING HEIGHT	8 Feet (Lowered)
TIMING RULES	Warm-up: 2 (Two) minutes Halves: 2 (Two) x 17 minutes Half-time: 3 (Three) minutes Timeouts: 1 (One) per team per half Clock stops: Each whistle last minute of both halves
SCORING CAPS	6 (Six) points per half or 12 points per game, per player. Players can reach 7 (seven) points in a half or 13 in a game if a field goal is scored when the player is on 5 (five) or 11 points.
HALF-TIME SHOTS	Each team is allowed 10 free throws. If team doesn't have 10 players, the coach nominates who has a second shot. Points
FOUL SHOTS	Modified free throw line closest to the basket
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

