

GEELONG UNITED BASKETBALL



DEVELOPMENT RULES - UNDER-12

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 (One) per team, per half. They cannot be taken in the last minute of the first half. Clock stops: Each whistle last minute of both halves
SCORING CAPS	Only applies to Division 2 or lower. 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 Under-12 competition.
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

