



LITTLE COLONEL LEAGUE GUIDELINES

- There will be (2) twenty-minute running clock halves with subs every five minutes. All players must play equal time. No player should play 3 rotations in a row unless a team only has 7 players available.
- Fouls will not be tracked. Players cannot be eliminated from the game unless they commit an unsportsmanlike act.
- Score will be kept unless one team is winning by more than 20 points, at which time we will only count baskets made by the losing team.
- For liability concerns, all coaches must stay on the sidelines to instruct players. Our referees will help facilitate the game and work with players.
- A double team is called outside of the lane if there is a disruption in play or a turnover is forced.
- No pressing by either team throughout the game. Players can be picked once they have crossed half court. (3-point line for K/1)

WE WILL NOT TOLERATE ANY UNSPORTSMANLIKE CONDUCT BY A COACH OR SPECTATOR

Specific Guidelines per division

- **2/3** Will not wear wristbands. Play man to man defense. You are permitted to switch on picks and help on defense if the player guarding the ball handler has lost contact with their man.
- **K/1** Will wear wrist bands to signify who the player is to guard. The goal is to match up players by skill level. Distribution will be darkest to lightest from lowest skill level to the highest.
- **K/1** There will be no stealing from the ball handler. You will be permitted to steal after the first pass or if the ball handler is below the free throw line.
- **K/1** At the start of the season, we will let a lot of violations go. As the season progresses, we will begin to call more violations and infractions. Fouls will still be called as normal.

** The general nature of the K/1 game is subject to the players ability level. We strive to teach the fundamentals of the game, i.e.: dribbling, passing, shooting, in bounding the ball, lining up for free throws, and guarding your man versus strict rule enforcement.*