



# AUTO PARK SPORTS COMPLEX



PRACTICES STARTING AT 6PM  
ON MONDAY OR TUESDAY

6PM WEDNESDAY OR  
THURSDAY NIGHT &  
10AM SATURDAY  
MORNING GAMES

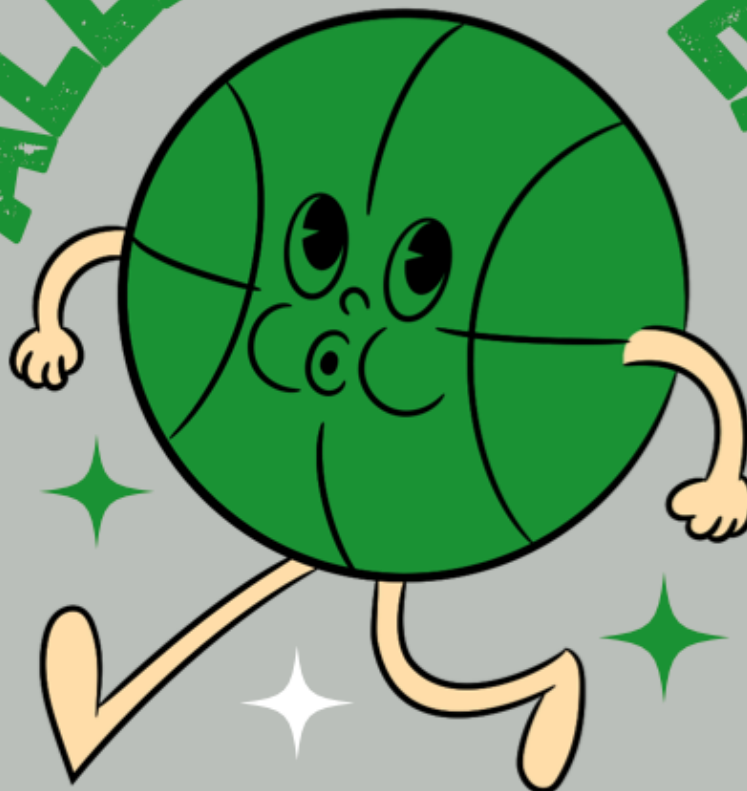
SIGN UP AT  
[AUTOPARKSPORTSCOMPLEX.COM](http://AUTOPARKSPORTSCOMPLEX.COM)

REGISTRATION ENDS  
JANUARY 26TH

LEAGUE RUNS  
JANUARY 29TH-  
MARCH 21ST

\$60  
WEEKLY PRACTICES  
GAMES +  
DOUBLE ELIMINATION  
TOURNAMENT

## ALLEY OOPERS



## AGES 4-6



**THE LEAGUE  
FORMERLY  
KNOWN AS  
"LITTLE  
DRIBBLERS"**



SMALLER TEAMS = MORE PLAYING TIME

✦ REVAMPED RULES PACKAGE ✦

SEPARATE GAME & PRACTICE SCHEDULE

PUT YOUR NAME ON YOUR SHIRT

✦ SPECTATOR ADMISSION ✦

\$3 ADULTS - \$2 KIDS 4-17 - 3U FREE



1. Players aged 4, 5, or 6 years old as of league start date
2. Everyone plays equitable playing time, regardless of age or skill level
3. Baskets will be set at 8 feet and 27.5 rubber balls will be used (size 5)
4. Games will consist of 3-on-3 action and will be played using  $\frac{1}{2}$  court
5. Kids will line up before each game, and after substitutions, so they know which other child they will be guarding
6. Whistle will be blown, if necessary, on change of possession (rebound, steal, etc) and the ball will be taken back and reset at the top of the key
7. Stealing will not be allowed when the ball is not in motion
8. 6:00 minute running quarters
9. The clock will stop halfway through each quarter for substitutions
10. Fouls are not called, however, instruction will be given when a foul occurs
11. Coaches will also officiate, with whistles, and there will be a zero tolerance policy for arguments between coaches-coaches, coaches-parents, or parents-parents \*Zero tolerance means removal for the rest of the season\*
12. Halftime will also be 3:00 minutes
13. Players must guard their own man/woman, no double teams
14. Overtime will only occur in tournament play, otherwise games ending in a tie will be decided soccer shootout style, with each member of the team shooting once and then players being chosen
15. Teams will provide a parent to keep score

