



## Fall League

Teams	Wins	Losses	Tie	+Pts	-Pts
1. Windsor Wolfpack	3			39	
2. Cougars	1	2			15
3. Noco Force 2028	2	1		6	
4. Dragons		3			20
5. Vikings		3			29
6. Windsor Blaze	2	1		23	
7. Windsor Warriors	2	1		14	
8. Team Players	1	3			31
9. Ball Hawks	1	2			7
10. Eaton-Loyd	3	1		21	
11. Hot Shots	4			51	
12. Greeley West Spartans	2	1		3	
13. Thunder		3			45
14. Magic		4			60
15. Eaton Reds-Swain	3	1		24	
16. 307 Flyers	3	1		36	



**Location:**  
**P2P Sports Event Center, 5699 Crooked Stick Drive**  
**Windsor CO 80550**

**FIRST TEAM LISTED IS HOME TEAM WEARS LIGHTER COLOR**

<b>DATE</b>	<b>LOCATION</b>	<b>TIME</b>	<b>COURT</b>	<b>GAME</b>
Thursday, Nov 29	P2PS Event Center	5:00pm	4	14 vs 14
Thursday, Nov 29	P2PS Event Center	5:00pm	5	10 vs 12
Thursday, Nov 29	P2PS Event Center	5:00pm	6	2 vs 1
Thursday, Nov 29	P2PS Event Center	5:55pm	4	5 vs 15
Thursday, Nov 29	P2PS Event Center	5:55pm	5	13 vs 9
Thursday, Nov 29	P2PS Event Center	5:55pm	6	6 vs 11
Thursday, Nov 29	P2PS Event Center	6:50pm	4	16 vs 8
Thursday, Nov 29	P2PS Event Center	6:50pm	5	3 vs 4
Thursday, Nov 29	P2PS Event Center	6:50pm	6	6 vs 7



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<b>DATE</b>	<b>LOCATION</b>	<b>TIME</b>	<b>COURT</b>	<b>GAME</b>
Thursday, Nov 15	P2PS Event Center	5:00pm	4	(40-15) 1 vs 4
Thursday, Nov 15	P2PS Event Center	5:00pm	5	(29-9) 11 vs 12
Thursday, Nov 15	P2PS Event Center	5:00pm	6	(12-0) 7 vs 8
Thursday, Nov 15	P2PS Event Center	5:55pm	4	14 vs 16 (31-0)
Thursday, Nov 15	P2PS Event Center	5:55pm	5	(20-3) 6 vs 13
Thursday, Nov 15	P2PS Event Center	5:55pm	6	5 vs 10 (39-10)
Thursday, Nov 15	P2PS Event Center	6:50pm	4	15 vs 16 (18-11)
Thursday, Nov 15	P2PS Event Center	6:50pm	5	9 vs 11 (25-14)
Thursday, Nov 15	P2PS Event Center	6:50pm	6	2 vs 3 (27-10)



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<b>DATE</b>	<b>LOCATION</b>	<b>TIME</b>	<b>COURT</b>	<b>GAME</b>
<b>Thursday, Nov 8</b>	P2PS Event Center	5:00pm	4	(42-2) 15 vs 14
<b>Thursday, Nov 8</b>	P2PS Event Center	5:00pm	5	5 vs 8 (12-10)
<b>Thursday, Nov 8</b>	P2PS Event Center	5:00pm	6	(15-13) 2 vs 4
<b>Thursday, Nov 8</b>	P2PS Event Center	5:55pm	4	(26-10) 10 vs 13
<b>Thursday, Nov 8</b>	P2PS Event Center	5:55pm	5	9 vs 12 (27-24)
<b>Thursday, Nov 8</b>	P2PS Event Center	5:55pm	6	7 vs 11 (16-6)
<b>Thursday, Nov 8</b>	P2PS Event Center	6:50pm	4	(15-14) 15 vs 16
<b>Thursday, Nov 8</b>	P2PS Event Center	6:50pm	5	(20-4) 6 vs 8
<b>Thursday, Nov 8</b>	P2PS Event Center	6:50pm	6	3 vs 1 (19-7)



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<b>DATE</b>	<b>LOCATION</b>	<b>TIME</b>	<b>COURT</b>	<b>GAME</b>
<b>Thursday, Nov 1</b>	P2PS Event Center	5:00pm	4	<b>(32-20) 1 vs 2</b>
<b>Thursday, Nov 1</b>	P2PS Event Center	5:00pm	5	<b>(28-12) 12 vs 13</b>
<b>Thursday, Nov 1</b>	P2PS Event Center	5:00pm	6	<b>10 vs 11 (38-12)</b>
<b>Thursday, Nov 1</b>	P2PS Event Center	5:55pm	4	<b>14 vs 15 (54-0)</b>
<b>Thursday, Nov 1</b>	P2PS Event Center	5:55pm	5	<b>5 vs 7 (12-0)</b>
<b>Thursday, Nov 1</b>	P2PS Event Center	5:55pm	6	<b>6 vs 9 (20-13)</b>
<b>Thursday, Nov 1</b>	P2PS Event Center	6:50pm	4	<b>14 vs 16 (50-0)</b>
<b>Thursday, Nov 1</b>	P2PS Event Center	6:50pm	5	<b>(10-7) 3 vs 4</b>
<b>Thursday, Nov 1</b>	P2PS Event Center	6:50pm	6	<b>8 vs 10 (14-8)</b>

## **General Rules of Play:**

- \*3-minute warm-up (start clock when teams are done shaking hands)
- \*2-minute half-time
- \*1/1 free throws on 7 team fouls (each half)
- \*Double bonus free throws shot on 10 team fouls (each half)
- \*All non-common fouls (flagrant, intentional, technical, etc.)

*Results in 2 points to the other team and possession of the ball.*

- \*Man To Man Defense ONLY, with NO FULL COURT PRESS after a made basket or a dead ball situation.
- \*2<sup>nd</sup> & 3<sup>rd</sup> grade can pick up in transition (ex: steal or rebound).
- \*K/1<sup>st</sup> cannot pick up in transition. Once possession is gained, defense must get back.
- \*No Double Teaming outside the 3 pt line.
- \*28.5 sized ball used for 2<sup>nd</sup> & 3<sup>rd</sup> grade games
- \*27.5 sized ball used for k/1<sup>st</sup> grade games
- \*Teams are provided 3 (three) timeouts per game. No carry over into overtime.
- \*Spectator technical are assessed as a 5-point technical foul on the head coach, and fan removed from event.
- \*Head Coach must sit after any bench, spectator, or coach assessed technical foul.
- \*Games are two 20 minute halves, running clock (clock stops last 1 minute of 2<sup>nd</sup> half with point differential 8 points or below)

## **Overtime Periods Include:**

- \*1<sup>st</sup> OT is 2 minutes stopped time (1 timeout allowed for entire overtime periods)
- \*2<sup>nd</sup> OT is first team to score 2 points

**Modified Free Throw Line will be implemented at 12 feet.**

## **Spectator Code of Conduct:**

A no-tolerance policy is enforced. Spectators are expected to act in the way they would be held accountable at a state high school league game.

## **STATE HIGH SCHOOL LEAGUE RULES ENFORCED:**

Any coach who received two technical fouls in a game is suspended for 1 game.  
All personal conduct bench rules are enforced, and the responsibility of the coaching staff to understand these from the state high school league manual.