

# POWER<sup>2</sup>PLAY

## SPORTS

### WHERE CHAMPIONS PLAY

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#### Tournament Overview

#### Spectator Admissions

High School Students, Adults and Seniors: \$5.00/day

Junior High Students and Below: FREE

\*junior high students please have valid school ID available

#### Location

[Address, directions and details about the P2P Event Center](#)

Click link above for easy drive just off I-25, north of the Budweiser Event Center

#### Parking

If you need assistance getting to and from your car, please call our office for valet service (ride with our golf cart) at 970.800.3035.

300+ parking spots are available, BUT it's a busy place!

Please do NOT park on CROOKED STICK, as Windsor will ticket.

#### Remember

No smoking on premises.

No outside basketballs allowed (we provide for warm-ups and games). Please leave in car.

No outside food is allowed (please eat on south patio or tailgate)

No food is allowed in gym playing area

#### Spectator Admission for Tournaments

You will be greeted at the front door with friendly, and helpful P2P Staff.

\$5.00 per adult, high school student, and seniors

Junior High and below with valid ID FREE.

All players ON team roster are FREE.

## WIFI Password

P2P Public: P2PGuest

## Food Court Available



## Restrooms

Women's located on the north side (through sports lounge)

Men's located directly behind 72" TV in sports lounge)

## Sports Lounge Amenities



7 big screen TV's (if you have a preference, please ask for help getting your favorite show selected!)

Lounge seating (chairs and couches)

USB ports for computer and cell phone chargers

## Game Seating

Bleacher and chair seating is available. If additional is needed, please ask staff.

## Game Rules

**30 Minutes prior to start of first game (each day)**

\*Head coach, assistant coach and scorer's table operator check-in at front desk.

\*Submit roster

\*Roster must be fixed for entire tournament. Roster must match the scoresheets for each game.

\*Scoresheets are provided and team is responsible for completing and providing for each game.

### **STATE HIGH SCHOOL LEAGUE BENCH DECORUM STRICTLY ENFORCED**

-Only players and 2 coaches listed on the roster are allowed to sit on team bench

-video-taping for game is not allowed from bench area.

-Team representative for scorer's table operations is not allowed to communicate with opposing team coaches, or officials.

-1 technical foul assigned to the head or assistant coach results in head coach having to sit and coach for duration of game.

-2 technical fouls assigned to the head coach (direct or indirect) results in a 1-game suspension.

-Any fan having removed from a game is technical foul assigned to the head coach (indirect) and fan is suspended for remainder of event.

### **Rules of Play:**

**\*Players are not allowed to play on two teams in the same division.**

\*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.

\*All offenses and defenses are allowed in tournament play.

\*No press 15+ point differential

\*Girls use the 28.5 size ball for all grade levels,

**\*Boys 4-6<sup>th</sup> grade use the 28.5 size ball, Boys 7<sup>th</sup> grade thru Varsity use the 29.5 size ball.**

\*Teams are provided 3 (three) timeouts per game. No carry over into overtime.

\*Teams receiving 3 technical fouls in one game will forfeit the rest of the weekend.

\*Spectator technical are assessed as a 5-point technical foul on the head coach, and fan removed from event.

\*Games are every 55 minutes

\*Games are two 20 minute halves, running clock

\*Clock stops the last 1 minute of the 1<sup>st</sup> half, the last 2 minutes of the 2<sup>nd</sup> half,

As long as the score differential is 14 points or less.

### **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

\*Foul counts carry over from 2<sup>nd</sup> half

\*Stopped Clock procedures continue in affect

\*Possession arrow resets with Jump Ball Toss to start OT period

