



Power League Dates

U18's	U16's	U14's	U12's
January 5	January 12	January 19	January 20
January 6	January 13	January 20	February 3
February 2	February 3	February 2	March 1
March 2	March 1	March 2	April 6
April 5	April 6	April 5	

U16's Tournament Handbook

January 12-13, 2008

D1 (Olympia): Evergreen St. Col., Marshall MS, Jefferson MS, S. Puget Sound CC
 D2 (Tacoma): Washington HS, Keithley JHS, Columbia JHS, Fife HS

POWER LEAGUE OVERVIEW

In 2007, The Puget Sound Region initiated a linear ranking tournament series to be played at various sites within the region. This tournament series is used to rank teams within each age division and will provide qualifying and seeding into Prime Time as well as seeding into the Regional Championship tournament.

The tournament series will be held on five days spread over four separate weekends with the first two days in January, a single day in February, a single day in March, and the final day in April in conjunction with the Prime Time tournament. (Please note that U12's will have one day in January and four total days in their series and entry will be less than that of all other age groups). The January weekend will consist of seeding rounds as well as the first point scoring date. The playing days in February, March, and April will also have points awarded to each team based on their finish. Thus, a total of four point scoring dates will be included in the league.

The tournament series will be played in four age groups, 18 & Under, 16 & Under, 14 & Under, and 12 & Under. The odd age groups will play up with the next older age division. The rankings of teams in their individual age divisions will be easily ascertained because the rankings are linear. Total entries in each age group/division will be limited to multiples of 8 teams. We will not accept more than multiples of 8 in each age group, and teams will be accepted based on date of entry, not assumed team strength. Entering before the entry deadline does not **guarantee** entry into the Power League. Teams that enter near or after the deadline, risk being excluded from the Power League based on the "multiples of 8" cut off. The region Power League Coordinator will make every effort to solicit teams into the League after the deadline so that teams "on the bubble" will be able to play – including accepting teams from neighboring regions to fill out the field.

Teams will be required to enter all five days (four for U12's), played on four separate weekends. Once accepted to the league, no refunds will be given for either dropping or no-shows.

Points will be awarded for each placement from top to bottom. A premium will be awarded to finishing 1st overall. Also, points will increase each subsequent date (points are listed in this program). These points from each session will cumulate and the total number of points awarded will be utilized in seeding the Regional Championships. In addition, only the top 8 teams in the league at each age group, **out of the teams that have applied by the Prime Time entry deadline**, will be accepted into the Prime Time tournament.

After the conclusion of the seeding portion of the first weekend, teams will be placed into 8-team flights consisting of two 4-team pools. These flights will play five matches during a single-day session. Each team will have three pool-play matches plus two crossover matches. The teams will be ranked 1-8 after those five matches. The 1-2 place finishers will move up a flight while the 7-8 place finishers will drop down a flight.

Teams that decide not to participate in the ranking league will still be allowed to enter Regionals and will be seeded by the Junior Advisory Board.

FORMAT

Weekend 1 in January

The first weekend will consist of a 2-day tournament in January. The first part of this weekend will consist of competition which will sort the teams into 8-team flights. The second part of the January weekend will be the first point scoring day of the league. The exact format for this first weekend will be driven by both the number of teams that enter a specific age group as well as the number of courts available and their proximity to each other. The League director reserves the right to create a format which allows for sorting into groups of 8. For divisions of 64 or more teams, the first weekend of league may be pre-seeded into two separate divisions of 32 teams each. Note that for the January weekend, we provide crossover games between seeds 17-24 and seeds 25-32 as a final chance for teams to move-up or down in case of a "bad first day". Your place at the end of the second day will earn you points based on the points chart below.

Format for Point Scoring Playing Dates

The format will be for all teams to be seeded into 8-team flights (2 pools of 4) from top to bottom based on the previous round. For example, Gold would be teams 1-8, Silver 9-16, and so on. This is a one-day tournament -- the first round would consist of pool play; after pool play A1 would play B2 and A2 would play B1 while A3 plays B4 and A4 plays B3 in crossover matches. The winners would play each other and the losers would play each other. After these two rounds of crossover matches we will have each flight linear ranked from 1-8. The 1st-2nd place finishers would move up as the 7-8 seeds of the next higher flight for the following session and the 7th-8th place teams would move into the 1-2 seeds of the next lower flight. This is known as a 'sift'. Dates for point scoring dates are listed in this handbook.

Prime Time in April

The teams that are interested in qualifying to compete in the Prime Time tournament to win the right to represent our region at the national championships will need to submit their entries to the region's office by February 22nd. After the March round of the ranking league, the top 8 teams in every age group (U18, U17, U16, etc.) that have submitted entries prior to the deadline will be invited to participate in the Prime Time tournament on the April Power League weekend. The rest of the teams in the league will compete in league play beginning with Silver division. Prime Time teams will be awarded Gold Division points. For example, the top 8 U18 teams that enter the event will be in the Prime Time/Power League Gold; the top 8 U17 teams that enter will be in the Prime time/Power League Gold as well. The remaining teams will have league play, Silver division and down.

Regionals in May

The final standings from the power league will be utilized to help seed the Regional Championship. Any teams that do not participate in the league will still be allowed to play in the Regional Championships and will be seeded by the Junior Advisory Board.

Financial Detail

- Entry fee of \$625 per team covers 5 days of competition (Days 1-2 during weekend 1 plus Day 3 in Feb., Day 4 in March, and Day 5 in April). U12's will cost \$500 per team and covers 4 days of competition (Day 1 during weekend 1 in January, plus Day 2 in Feb., Day 3 in March, and Day 4 in April).
- Entry fee for Prime Time is included in the Power League entry fees. Entry fees for the Regional Championships are in addition to the cost for the Power League and will be paid in accordance with rules set forth by region.
- All teams must enter all sessions of the series in advance

POINT SYSTEM

There will be points awarded for each place 1-64 (or beyond if necessary). Points will be awarded for each placement from top to bottom. A premium will be awarded to finishing 1st overall. Also, points will increase each subsequent league date.

PLACE	PL - 1	PL-2 (x 1.25)	PL-3 (x 1.5)	PL-4 (x 1.75)
1 st	515.00	643.75	772.50	901.25
2 nd	500.00	625.00	750.00	875.00
3 rd	495.00	618.75	742.50	866.25
4 th	490.00	612.50	735.00	857.50
5 th	485.00	606.25	727.50	848.75
6 th	480.00	600.00	720.00	840.00
7 th	475.00	593.75	712.50	831.25
8 th	470.00	587.50	705.00	822.50
9 th	465.00	581.25	697.50	813.75
10 th	460.00	575.00	690.00	805.00
11 th	455.00	568.75	682.50	796.25
12 th	450.00	562.50	675.00	787.50
13 th	445.00	556.25	667.50	778.75
14 th	440.00	550.00	660.00	770.00
15 th	435.00	543.75	652.50	761.25
16 th	430.00	537.50	645.00	752.50
17 th	425.00	531.25	637.50	743.75
18 th	420.00	525.00	630.00	735.00
19 th	415.00	518.75	622.50	726.25
20 th	410.00	512.50	615.00	717.50
21 st	405.00	506.25	607.50	708.75
22 nd	400.00	500.00	600.00	700.00
23 rd	395.00	493.75	592.50	691.25
24 th	390.00	487.50	585.00	682.50
25 th	385.00	481.25	577.50	673.75
26 th	380.00	475.00	570.00	665.00
27 th	375.00	468.75	562.50	656.25
28 th	370.00	462.50	555.00	647.50
29 th	365.00	456.25	547.50	638.75
30 th	360.00	450.00	540.00	630.00
31 st	355.00	443.75	532.50	621.25
32 nd	350.00	437.50	525.00	612.50

PLACE	PL - 1	PL-2 (x 1.25)	PL-3 (x 1.5)	PL-4 (x 1.75)
33 rd	345.00	431.25	517.50	603.75
34 th	340.00	425.00	510.00	595.00
35 th	335.00	418.75	502.50	586.25
36 th	330.00	412.50	495.00	577.50
37 th	325.00	406.25	487.50	568.75
38 th	320.00	400.00	480.00	560.00
39 th	315.00	393.75	472.50	551.25
40 th	310.00	387.50	465.00	542.50
41 st	305.00	381.25	457.50	533.75
42 nd	300.00	375.00	450.00	525.00
43 rd	295.00	368.75	442.50	516.25
44 th	290.00	362.50	435.00	507.50
45 th	285.00	356.25	427.50	498.75
46 th	280.00	350.00	420.00	490.00
47 th	275.00	343.75	412.50	481.25
48 th	270.00	337.50	405.00	472.50
49 th	265.00	331.25	397.50	463.75
50 th	260.00	325.00	390.00	455.00
51 st	255.00	318.75	382.50	446.25
52 nd	250.00	312.50	375.00	437.50
53 rd	245.00	306.25	367.50	428.75
54 th	240.00	300.00	360.00	420.00
55 th	235.00	293.75	352.50	411.25
56 th	230.00	287.50	345.00	402.50
57 th	225.00	281.25	337.50	393.75
58 th	220.00	275.00	330.00	385.00
59 th	215.00	268.75	322.50	376.25
60 th	210.00	262.50	315.00	367.50
61 st	205.00	256.25	307.50	358.75
62 nd	200.00	250.00	300.00	350.00
63 rd	195.00	243.75	292.50	341.25
64 th	190.00	237.50	285.00	332.50

These points will be cumulative and be added to the previous month's point totals.

GYM RULES AND REGULATIONS:

Gym managers will have meetings at the beginning of play at your facility to give specific rules on their facility. We ask the coaches cooperation in enforcing the following rules. It is very important that you inform your players, parents, guests, and coaches of these rules – especially those regarding food and drink in the gyms.

1. **NO** food or beverages in the facilities.
1. **No SMOKING allowed on school grounds (Federal Law).**
2. NO coolers allowed inside any of the gyms. Some facilities will have designated areas for coolers and for lounging.
3. No hot plates or heating of food/power use (new rule, late 2007)
4. Outside chairs (beach chairs) may be restricted at several sites.
5. Hallways must remain clear of coolers, chairs, blankets, bags, etc. – this is a fire regulation.
6. All teams and groups must clean up after themselves.

PENALTIES FOR FOOD / DRINK RULES VIOLATIONS

Teams will be penalized 10 points for each violation of the above stated rules. The penalty will be assessed at the start of their next scheduled game. Any person associated with a club or team can be held responsible for a violation. We cannot and will not lose these great facilities for future use due to cooler and food violations.

GAME AND FORFEIT TIMES

Please note that matches may begin before the scheduled time. Matches will begin 10 minutes following the conclusion of the previous match (exception: first round of play each day, each wave, and 8:00 am round of the playoff brackets on Monday). Once the captain's meeting has taken place (during the 2 minutes of shared peppering), warm-up will be as follows: 4 minutes court time for the serving team, then 4 minutes court time for the receiving team, serving will be done during your four minutes. In order to prevent any potential injuries **there will be no shared hitting**. Matches will run ahead of schedule if possible. Teams competing for the first time each day will start their matches no earlier than the scheduled time. Forfeits for the first game will be 10 minutes following the conclusion of the previous match. Game 2 will be forfeited 15 minutes from the forfeit of game 1.

COACHES MEETINGS & ROSTERS

There will be a coaches meeting to discuss format and/or facilities rules 30 minutes before the start of play each day of the tournament. All teams must send at least one rostered adult team representative to the coaches meeting. For Saturday, official rosters need to be turned in at the site that you start your tournament – and they stay there. Teams should turn a second roster in on Sunday morning at their Power League play site. Rosters need to be turned in and verified at the coaches meeting. An "Official Roster" is defined as a roster that was printed out of the Club's USAV membership database. It should have the "VeriSign" logo attached.

OFFICIATING

Each team is responsible to provide the following: 1 first official, 1 second official, 2 lines persons 1 official scorekeeper, 1 score flipper, and 1 *libero* tracker. Officials are assigned during pool play. Once tournament play begins, Common courtesy dictates that teams not leave before officiating after their final match / loss on the final day of competition.

SEEDING AND TIE-BREAKING PROCEDURES

In order to simplify the tournament, your progressive placing throughout the tournament will be based upon your seed and your finish within your pool; not on how your performance in pool compares to other teams in other pools. This format is similar to that used in USAV Qualifiers and Junior Nationals. This will make it simpler for coaches, fans, players, etc. to figure out exactly where they play next without having to wait for other pools to finish in order to place themselves within the next pool or playoff bracket.

There will be no playoff games to settle ties. Tie-breaking procedures will be as follows:

- Two-way tie (by match record):
 - 1) Head to head MATCH
- Three-way tie (by match record):
 - 1) Game Record (win percentage)
 - 2) Overall positive points among the tied teams
 - 3) If still tied, Overall positive points in the pool

NOTE: For three-way ties, this formula will be used to seed the teams 1, 2, 3.

Again, there will be no playoff matches; all ties will be broken by the above criteria.

Format for all Crossover Matches is one Game to 25.

PLAYING SITE ADDRESSES

Division 1:

Evergreen State College CRC210, 2700 Evergreen Pkwy. NW Olympia, WA 98505-0001	South Puget Sound CC 2011 Mottman Road SW Olympia, WA 98502-6292	Marshall Middle School 3939 20th Ave NW Olympia, WA 98502	Jefferson Middle School 2200 Conger Ave NW Olympia, WA 98502
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Division 2:

Washington High School 12420 Ainsworth Ave S Tacoma, WA 98444-2398	Keithley Middle School 12324 12th Ave S Tacoma, WA 98444-38998	Columbia Junior High School 2901 54th Ave E. Tacoma, WA 98424	Fife High School 5616 - 20th St. E. Tacoma, WA 98424
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16 UNDER POWER LEAGUE: JANUARY 12-13

DIVISION 1 (OLYMPIA AREA)

SATURDAY MORNING POOLS

Morning Pool Matches are 2/3 to 21: Games 1 & 2 start at 4-4 & play to 25; Game 3 (if necessary) is to 15 (start at 0-0). Games 1 & 2 are capped at "27" game 3 is no cap, must win by 2. Times are approximate. 10 minutes of warm-up (2-4-4) between rounds

POOL D1-A		POOL D1-B		POOL D1-C		POOL D1-D	
MARSHALL MS-CT1		MARSHALL MS-CT2		MARSHALL MS-CT3		JEFFERSON MS-CT1	
1	UPVBC 16	2	SIVBC 16 Thunder	3	WVBA Mizuno 16 Black	4	Puget Sound 16 Gold
24	KJ 15 Baden	23	Wahine 16 Black Kolohe	22	NW Jrs 16 Ice	21	NCWVBC 16 Gold
25	Above the Net 16's	26	Edmonds Elite U-16	27	Mukilteo Red Hots	28	Rain City 15 Reign
48	NW Jrs 16 Cyclone	47	Jammin'	46	Power Surge 16 Gold	45	Cascade U16 Red

POOL D1-E		POOL D1-F		POOL D1-G		POOL D1-H	
JEFFERSON MS-CT2		JEFFERSON MS-CT3		SPSCC-CT1		SPSCC-CT2	
5	KJ 16 Baden	6	Puget Sound 15 Gold	7	NW Jrs 16 Storm	8	Narrows-PS Black 16
20	Narrows Purple 16-1	19	Cascade U16 Blue	18	Northshore Jrs 16 Black	17	Ohana 16
29	Puget Sound 16 Silver	30	OPVBC U16 Fierce	31	Cascade U15 Blue	32	SWVBC U16 Serendipity
44	SWVBC 16 Fire	43	Lake Tapps VBC U15	42	Wahine 15 Black Aikane	41	NW Jrs 16 Inferno

POOL D1-I		POOL D1-J		POOL D1-K		POOL D1-L	
EVSC-CT1		EVSC-CT2		EVSC-CT3		EVSC-CT4	
9	Olympia 16-1	10	Rain City 16 Thunder	11	Capitol VBC 15 ICE	12	SIVBC 15 Typhoon
16	UPVBC 15 Black	15	WVBA Mizuno 15 Black	14	Olympia 15-1	13	NW Jrs 15 Thunder
33	Space Needle Dinasty	34	ITVC 16 Under Armour	35	High Velocity 16	36	YMCA Blaze 16
40	Northshore Jrs 15 Black	39	Narrows-PS Black 15-1	38	NW Jrs 15 Heat	37	Stanwood VBC 15

4-Team Pool Schedule, Morning Round (Times are approximate)

TIME	PLAYING	REF
8:00	1 VS 3	2
9:00	2 VS 4	1
10:00	1 VS 4	3
11:00	2 VS 3	4
12:00	3 VS 4	2
1:00	1 VS 2	3

Next round begins at 3:00 PM, Please check the schedule for exact start times and locations

U16 DIVISION 1 SATURDAY AFTERNOON POOLS

Second round Pools are listed below. Your pool / seed assignment is noted; for example: in Pool AA, seed #1 is first place from Pool A from Saturday, seed #2 is first place from Pool I, seed #3 is second place from Pool H, etc. **Round 2 Pool Play Matches will be same as in Round 1 (2/3 GAMES TO 21, ETC.).**

DIVISION 1A – NOTE POOL START TIMES (4:00 START TIME IS APPROXIMATE, IMMEDIATELY FOLLOWING 3:00 MATCH)

POOL SEED	POOL D1-AA – 3PM EVSC- CT 1	POOL D1-BB – 4PM EVSC – CT 1	POOL D1-CC – 3PM EVSC – CT 2	POOL D1-DD – 4PM EVSC – CT 2
1	A1 (1)	B1 (2)	C1 (3)	D1 (4)
2	I2 (16)	J2 (15)	K2 (14)	L2 (13)
3	H2 (17)	G2 (18)	F2 (19)	E2 (20)
POOL SEED	POOL D1-EE – 3PM EVSC – CT 3	POOL D1-FF – 4PM EVSC – CT 3	POOL D1-GG – 3PM EVSC – CT 4	POOL D1-HH – 4PM EVSC – CT 4
1	E1 (5)	F1 (6)	G1 (7)	H1 (8)
2	L1 (12)	K1 (11)	J1 (10)	I1 (9)
3	D2 (21)	C2 (22)	B2 (23)	A2 (24)

Pool Schedule Division 1A

POOLS AA, CC, EE, GG		
TIME	PLAYING	REF
3:00	1 VS 3	2
5:00	2 VS 3	1
7:00	1 VS 2	3

POOLS BB, DD, FF, HH		
TIME	PLAYING	REF
4:00	1 VS 3	2
6:00	2 VS 3	1
8:00	1 VS 2	3

9:00 PM Finished for Saturday

DIVISION 1B – ALL POOLS BEGIN AT 3:00 PM

POOL SEED	POOL D1-II MARSHALL MS CT 1	POOL D1-JJ MARSHALL MS CT 2	POOL D1-KK MARSHALL MS CT 3	POOL D1-LL JEFFERSON MS CT 1
1	A3 (25)	B3 (26)	C3 (27)	D3 (28)
2	I4 (40)	J4 (39)	K4 (38)	L4 (37)
3	H4 (41)	G4 (42)	F4 (43)	E4 (44)
POOL SEED	POOL D1-MM JEFFERSON MS CT 1	POOL D1-NN JEFFERSON MS CT 3	POOL D1-OO SPSCC CT 1	POOL D1-PP SPSCC CT 2
1	E3 (29)	F3 (30)	G3 (31)	H3 (32)
2	L3 (36)	K3 (35)	J3 (34)	I3 (33)
3	D4 (45)	C4 (46)	B4 (47)	A4 (48)

Pool Schedule, Division 1B Afternoon Round (Times are approximate)

TIME	PLAYING	REF
3:00	1 VS 3	2
4:00	2 VS 3	1
5:00	1 VS 2	3

6:00 PM Finished for Saturday

Sunday Morning Crossover Games involve #41-48 of D1 and #49-56 of D2. It is the only chance in weekend 1 for D2 teams to move up into the D1. Format is 1 game to 25, no cap; warm-up is 2-4-4. Referee first round are seeds 49-52 (BOLD), referee second round are first round losers.

FIFE CT 1, SUN 8:00 AM XO MATCH 1	FIFE CT 2, SUN 8:00 AM XO MATCH 2	FIFE CT 3, SUN 8:00 AM XO MATCH 3	FIFE CT 4, SUN 8:00 AM XO MATCH 4
D1-II3 (41) VS D2-HH1 (56)	D1-JJ3 (42) VS D2-GG1 (55)	D1-KK3 (43) VS D2-FF1 (54)	D1-LL3 (44) VS D2-EE1 (53)
FIFE CT 1, SUN 8:30 AM XO MATCH 5	FIFE CT 2, SUN 8:30 AM XO MATCH 6	FIFE CT 3, SUN 8:30 AM XO MATCH 7	FIFE CT 4, SUN 8:30 AM XO MATCH 8
D1-MM3 (45) VS D2-DD1 (52)	D1-NN3 (46) VS D2-CC1 (51)	D1-OO3 (47) VS D2-BB1 (50)	D1-PP1 (48) VS D2-AA1 (49)

16 UNDER POWER LEAGUE: JANUARY 12-13

DIVISION 2 (TACOMA AREA)

SATURDAY MORNING POOLS

Morning Pool Matches are 2/3 to 21: Games 1 & 2 start at 4-4 & play to 25; Game 3 (if necessary) is to 15 (start at 0-0). Games 1 & 2 are capped at "27" game 3 is no cap, must win by 2. Times are approximate. 10 minutes of warm-up (2-4-4) between rounds

POOL D2-A – 8AM		POOL D2-B – 9AM		POOL D2-C – 8AM		POOL D2-D – 9AM	
COLUMBIA JHS-CT1		COLUMBIA JHS-CT1		COLUMBIA JHS-CT2		COLUMBIA JHS-CT2	
49	Puget Sound 15 Silver	50	Olympia 16-2	51	Bainbridge U-16	52	Island Fire 16
72	Space Needle 15 Tornado	71	Space Needle 16 Storm	70	SWVBC 15 Kala	69	Bainbridge U-15
73	NW Jrs 16 Blizzard	74	NW Jrs 15 Tempest	75	Northshore Jrs 15 Jade	76	Edmonds U-15

POOL D2-E – 8AM		POOL D2-F – 9AM		POOL D2-G – 8AM		POOL D2-H – 9AM	
COLUMBIA JHS-CT3		COLUMBIA JHS-CT3		KEITHLEY-CT1		KEITHLEY-CT1	
53	YMCA Blaze 15	54	Wahine 16 Green Lanakila	55	Power Surge 15 Gold	56	Olympia 15-2
68	Reach VBC 16's	67	ITVC 15 UnderArmour	66	Southend Jrs Gene	65	Southend Jrs Fala
77	EVJRS GRN Jack	78	Narrows Purple 15-2	79	Mill Creek 16's	80	Dash Pt 16's Moana

3-Team Pool Schedule, Division 2 Morning Round (Times are approximate)

POOLS A, C, E, G		
TIME	PLAYING	REF
8:00 AM	1 VS 3	2
10:00	2 VS 3	1
12:00 PM	1 VS 2	3

POOLS B, D, F, H		
TIME	PLAYING	REF
9:00 AM	1 VS 3	2
11:00	2 VS 3	1
1:00 PM	1 VS 2	3

POOL D2-I		POOL D2-J		POOL D2-K		POOL D2-L	
WASHINGTON HS – CT1		WASHINGTON HS – CT2		WASHINGTON HS – CT3		WASHINGTON HS – CT4	
57	NW Jrs 15 Lightning	58	Lynnwood Spike It	59	Edmonds Intensity U-16	60	SWVBC 15-Power
64	Northshore Jrs 16 Jade	63	High Velocity 15	62	Puyallup Jrs 16	61	UPVBC 15 Blue
81	OPVBC 16-2	82	Cascade U15 Red	83	Southend Jrs Russ	84	NW Jrs 15 Tornado
88	Dash Pt 16's -- FORFEIT	87	NW Jrs 16 Avalanche	86	ITVC 16 Blue	85	EVJRS 15 White Emily

4-Team Pool Schedule, Division 2 Morning Round (Times are approximate)

In the case of a drop or no-show in a 4-team pool, use the 3-team pool schedule above. Play 3-games to 21 (start at 4-4)

TIME	PLAYING	REF
8:00	1 VS 3	2
9:00	2 VS 4	1
10:00	1 VS 4	3
11:00	2 VS 3	4
12:00	3 VS 4	2
1:00	1 VS 2	3

Next round begins at 3:00 PM, Please check the schedule for exact start times and locations

U16 DIVISION 2 SATURDAY AFTERNOON POOLS

Second round Pools are listed below. Your pool / seed assignment is noted; for example: in Pool AA, seed #1 is first place from Pool A from Saturday, seed #2 is first place from Pool I, seed #3 is second place from Pool H, etc. **Round 2 Pool Play Matches will be same as in Round 1 (2/3 GAMES TO 21, ETC.).**

DIVISION 2A – ALL POOLS BEGIN AT 3:00 PM

POOL SEED	POOL D2-AA FIFE - CT 1	POOL D2-BB FIFE - CT 2	POOL D2-CC FIFE - CT 3	POOL D2-DD FIFE - CT 4
1	A1 (49)	B1 (50)	C1 (51)	D1 (52)
2	I2 (64)	J2 (63)	K2 (62)	L2 (61)
3	H2 (65)	G2 (66)	F2 (67)	E2 (68)
POOL SEED	POOL D2-EE KEITHLEY - CT 1	POOL D2-FF COLUMBIA - CT 1	POOL D2-GG COLUMBIA - CT 2	POOL D2-HH COLUMBIA - CT 3
1	E1 (53)	F1 (54)	G1 (55)	H1 (56)
2	L1 (60)	K1 (59)	J1 (58)	I1 (57)
3	D2 (69)	C2 (70)	B2 (71)	A2 (72)

Pool Schedule Division 2A Afternoon Round (Times are approximate)

TIME	PLAYING	REF
3:00	1 VS 3	2
4:00	2 VS 3	1
5:00	1 VS 2	3

6:00 PM Finished for Saturday

DIVISION 2B –

POOL SEED	POOL D2-II WASHINGTON HS CT 1	POOL D2-JJ WASHINGTON HS CT 2	POOL D2-KK WASHINGTON HS CT 3	POOL D2-LL WASHINGTON HS CT 4
1	A3 (73)	B3 (74)	C3 (75)	D3 (76)
2	G3 (79)	H3 (80)	E3 (77)	F3 (78)
3	I3 (81)	J3 (82)	K3 (83)	L3 (84)
4	J4 (87)	I4 (88) FORFEIT	L4 (85)	K4 (86)

4-Team Pool Schedule, Division 2B Afternoon Round (Times are approximate)

In the case of a drop or no-show in a 4-team pool, use the 3-team pool schedule above. Play 3-games to 21 (start at 4-4)

TIME	PLAYING	REF
3:00	1 VS 3	2
4:00	2 VS 4	1
5:00	1 VS 4	3
6:00	2 VS 3	4
7:00	3 VS 4	2
8:00	1 VS 2	3

9:00 PM Finished for Saturday

Sunday Morning Crossover Games involve #41-48 of D1 and #49-56 of D2. It is the only chance in weekend 1 for D2 teams to move up into the D1. Format is 1 game to 25, no cap; warm-up is 2-4-4. Referee first round are seeds 49-52 (BOLD), referee second round are first round losers.

FIFE CT 1, SUN 8:00 AM XO MATCH 1	FIFE CT 2, SUN 8:00 AM XO MATCH 2	FIFE CT 3, SUN 8:00 AM XO MATCH 3	FIFE CT 4, SUN 8:00 AM XO MATCH 4
D1-II3 (41) VS D2-HH1 (56)	D1-JJ3 (42) VS D2-GG1 (55)	D1-KK3 (43) VS D2-FF1 (54)	D1-LL3 (44) VS D2-EE1 (53)
FIFE CT 1, SUN 8:30 AM XO MATCH 5	FIFE CT 2, SUN 8:30 AM XO MATCH 6	FIFE CT 3, SUN 8:30 AM XO MATCH 7	FIFE CT 4, SUN 8:30 AM XO MATCH 8
D1-MM3 (45) VS D2-DD1 (52)	D1-NN3 (46) VS D2-CC1 (51)	D1-OO3 (47) VS D2-BB1 (50)	D1-PP1 (48) VS D2-AA1 (49)

POWER LEAGUE SUNDAY LOCATIONS

GOLD: EVERGREEN STATE COLLEGE -- START AT 9:00 AM SUNDAY

GOLD: CTS 1 & 2	
1	D1-AA1
2	D1-BB1
3	D1-CC1
4	D1-DD1
5	D1-EE1
6	D1-FF1
7	D1-GG1
8	D1-HH1

GOLD DIVISION POOLS		
	POOL A - COURT 1	POOL B - COURT 2
1	(1)	(2)
2	(4)	(3)
3	(5)	(6)
4	(8)	(7)

SILVER: EVERGREEN STATE COLLEGE -- START AT 9:00 AM SUNDAY

SILVER: CTS 3 & 4	
9	D1-HH2
10	D1-GG2
11	D1-FF2
12	D1-EE2
13	D1-DD2
14	D1-CC2
15	D1-BB2
16	D1-AA2

SILVER DIVISION POOLS		
	POOL A - COURT 3	POOL B - COURT 4
1	(9)	(10)
2	(12)	(11)
3	(13)	(14)
4	(16)	(15)

BRONZE: SOUTH PUGET SOUND CC -- START AT 9:00 AM SUNDAY

BRONZE: CTS 1 & 2	
17	D1-AA3
18	D1-BB3
19	D1-CC3
20	D1-DD3
21	D1-EE3
22	D1-FF3
23	D1-GG3
24	D1-HH3

BRONZE DIVISION POOLS		
	POOL A - COURT 1	POOL B - COURT 2
1	(17)	(18)
2	(20)	(19)
3	(21)	(22)
4	(24)	(23)

COPPER: JEFFERSON MIDDLE SCHOOL -- START AT 9:00 AM SUNDAY

COPPER: CTS 1 & 2	
25	D1-II1
26	D1-JJ1
27	D1-KK1
28	D1-LL1
29	D1-MM1
30	D1-NN1
31	D1-OO1
32	D1-PP1

COPPER DIVISION POOLS		
	POOL A - COURT 1	POOL B - COURT 2
1	(25)	(26)
2	(28)	(27)
3	(29)	(30)
4	(32)	(31)

POWER LEAGUE SUNDAY LOCATIONS

BLACK: MARSHALL MIDDLE SCHOOL -- START AT 9:00 AM SUNDAY

BLACK: CTS 1 & 2	
33	D1-PP2
34	D1-OO2
35	D1-NN2
36	D1-MM2
37	D1-LL2
38	D1-KK2
39	D1-JJ2
40	D1-II2

BLACK DIVISION POOLS		
	POOL A - COURT 1	POOL B - COURT 2
1	(33)	(34)
2	(36)	(35)
3	(37)	(38)
4	(40)	(39)

NAVY & PINK: FIFE HIGH SCHOOL – CROSSOVERS START AT 8:00 AM SUNDAY

Sunday Morning Crossover Games involve #41-48 of D1 and #49-56 of D2. It is the only chance in weekend 1 for D2 teams to move up into the D1. Format is 1 game to 25, no cap; warm-up is 2-4-4. Referee first round are seeds 49-52 (BOLD), referee second round are first round losers.

FIFE CT 1, SUN 8:00 AM XO MATCH 1	FIFE CT 2, SUN 8:00 AM XO MATCH 2	FIFE CT 3, SUN 8:00 AM XO MATCH 3	FIFE CT 4, SUN 8:00 AM XO MATCH 4
D1-II3 (41) VS D2-HH1 (56)	D1-JJ3 (42) VS D2-GG1 (55)	D1-KK3 (43) VS D2-FF1 (54)	D1-LL3 (44) VS D2-EE1 (53)
FIFE CT 1, SUN 8:30 AM XO MATCH 5	FIFE CT 2, SUN 8:30 AM XO MATCH 6	FIFE CT 3, SUN 8:30 AM XO MATCH 7	FIFE CT 4, SUN 8:30 AM XO MATCH 8
D1-MM3 (45) VS D2-DD1 (52)	D1-NN3 (46) VS D2-CC1 (51)	D1-OO3 (47) VS D2-BB1 (50)	D1-PP1 (48) VS D2-AA1 (49)

NAVY: CTS 1 & 2	
41	W XO MATCH 1
42	W XO MATCH 2
43	W XO MATCH 3
44	W XO MATCH 4
45	W XO MATCH 5
46	W XO MATCH 6
47	W XO MATCH 7
48	W XO MATCH 8

PINK: CTS 3 & 4	
49	L XO MATCH 8
50	L XO MATCH 7
51	L XO MATCH 6
52	L XO MATCH 5
53	L XO MATCH 4
54	L XO MATCH 3
55	L XO MATCH 2
56	L XO MATCH 1

NAVY DIVISION POOLS		
	POOL A - COURT 1	POOL B - COURT 2
1	(41)	(42)
2	(44)	(43)
3	(45)	(46)
4	(48)	(47)

PINK DIVISION POOLS		
	POOL A - COURT 3	POOL B - COURT 4
1	(49)	(50)
2	(52)	(51)
3	(53)	(54)
4	(56)	(55)

POWER LEAGUE SUNDAY LOCATIONS

TEAL: FRANKLIN PIERCE HIGH SCHOOL -- START AT 9:00 AM SUNDAY

TEAL: CTS 1 & 2	
57	D2-HH2
58	D2-GG2
59	D2-FF2
60	D2-EE2
61	D2-DD2
62	D2-CC2
63	D2-BB2
64	D2-AA2

TEAL DIVISION POOLS		
	POOL A - COURT 1	POOL B - COURT 2
1	(57)	(58)
2	(60)	(59)
3	(61)	(62)
4	(64)	(63)

RED: COLUMBIA JUNIOR HIGH -- START AT 9:00 AM SUNDAY

RED: CTS 1 & 2	
65	D2-AA3
66	D2-BB3
67	D2-CC3
68	D2-DD3
69	D2-EE3
70	D2-FF3
71	D2-GG3
72	D2-HH3

RED DIVISION POOLS		
	POOL A - COURT 1	POOL B - COURT 2
1	(65)	(66)
2	(68)	(67)
3	(69)	(70)
4	(72)	(71)

MAROON: WASHINGTON HIGH SCHOOL -- START AT 9:00 AM SUNDAY

MAROON: CTS 1 & 2	
73	D2-II1
74	D2-JJ1
75	D2-KK1
76	D2-LL1
77	D2-KK2
78	D2-LL2
79	D2-II2
80	D2-JJ2

MAROON DIVISION POOLS		
	POOL A - COURT 1	POOL B - COURT 2
1	(73)	(74)
2	(76)	(75)
3	(77)	(78)
4	(80)	(79)

PLATINUM: WASHINGTON HIGH SCHOOL -- START AT 9:00 AM SUNDAY

PLATINUM: CTS 3 & 4	
81	D2-II3
82	D2-JJ3
83	D2-KK3
84	D2-LL3
85	D2-KK4
86	D2-LL4
87	D2-II4
88	D2-JJ4 FORFEIT

PLATINUM DIVISION POOLS		
	POOL A - COURT 3	POOL B - COURT 4
1	(81)	(82)
2	(84)	(83)
3	(85)	(86)
4	(88) FORFEIT	(87)

2008 Puget Sound Region Power League

DIVISION: _____ **LOCATION:** _____ **DATE:** _____

ALL MATCHES ARE 2/3 TO 25; GAME 3 (IF NECESSARY) IS TO 15 (SCORES START AT 0-0)

POOL MATCHES: GAMES 1 AND 2 ARE CAPPED AT 27

PLAYOFF MATCHES AND ALL DECIDING GAMES: NO CAP (MUST WIN BY 2)

TIMES ARE APPROXIMATE. 10 MINUTES OF WARM-UP (2-4-4) BETWEEN ROUNDS

SEED	POOL A	POOL B
	COURT:	COURT:
1	()	()
2	()	()
3	()	()
4	()	()

ROUND	PLAYING	REF
1	1 VS 3	2
2	2 VS 4	1
3	1 VS 4	3
4	2 VS 3	4
5	3 VS 4	2
6	1 VS 2	3

Crossover Matches

1 GAME TO 25 THESE MATCHES ARE 2/3

