



Tourney Notes

Admission (wristbands will provide admittance to all sites)

Adults 18-64: \$12 Daily / \$20 for 2-day pass

Kids 0-17: Free

Adults 65+: Free

Coaches – coaches will be provided a wristband when they sign in at the venue where their team plays its first game. A maximum of two wristbands will be provided for the coaches of each team.

Scorers/Timers – each team is responsible for providing one scorer/timer for each game. One wristband per team is available for a designated scorer/timer. This individual will be provided a wristband when they sign in.

Athletic Trainers - provided at each site.

Concessions – available at each site - no carry-ins allowed!

T-shirts - t-shirts will be available for purchase at Center Court and Kettle Moraine each day (not at Pewaukee on Sunday).

Basketballs – The officials will choose a basketball from among the warm-up basketballs provided by each team. **Please note that Wisconsin Impact hosts “non-shooting” events:** players/spectators will not be allowed to dribble on the sidelines or shoot during breaks. Please communicate to your families that no basketballs should be brought into the gym other than what your team will use during warm-ups, and those basketballs should only be used during that time - not in lobby/hallway or during stoppage in play!

Prizes – Medals will be awarded to the players of the 1st place team in each division. In the 4th and 5th grade divisions, medals will be awarded to 2nd place team in each division.

Tie-breakers – Order for tie-breakers: head to head; point differential in all games; and points allowed in all games. Note that after a tie is broken the tie-breaking rules are not reapplied - the original criteria is used unless that results in a tie, in which case the tie breaking rules are reapplied from the start for the tied teams until the tie is broken. A random draw will determine any tie that remains after tie-breaker procedure applied. Maximum point differential for any game is 15 points.

Start times – Games will not start earlier than the scheduled start time except by mutual consent of all involved parties.

Eligibility – Players cannot play below their grade level, nor can they play for more than one program during the event. While discouraged both for competitive integrity and player safety, players can play for multiple teams from the same program as long as the teams are in different divisions (and as long as the player is playing at or above her grade level).

Forfeit Rule – a forfeit will be awarded (with a 15-point differential) in the event that one team cannot field a team of 5 players within 5 minutes after the scheduled tip-off. Programs that forfeit games risk being denied entry into the tournament in future years.

Disclaimer – Wisconsin Impact is not responsible for injury or loss of personal items. All decisions made by tournament/site directors are final.

Division Formats / Bracket Play

All teams will play 2 games on Saturday and at least 2 games on Sunday. In divisions that contain 6 or 10 teams, 2 teams will play a 3rd game on Sunday.

Special Adjustments - In all non-championship bracket games, if all involved parties agree we will consider making adjustments that would avoid repeat matchups or matchups of teams within the same club. We understand that everyone wants every game to be as meaningful as possible, and we will do what we can within reason to make this happen.

Tourney Machine: <http://www.tourneymachine.com/R61824>

Online Information / Venues / Site Supervisors

Center Court, 815 Northview Road, Waukesha; Courts 1-5

Site Directors: Mike Szydowski (414-232-5348)
Goran Nikolic (414-333-2136)

Kettle Moraine High School, 349 North Oak Crest Drive, Wales, Courts 6-12

Site Directors: Michelle Bugajski (414-807-5948)
Katie Doyle (414-617-4748)

Pewaukee High School, 510 Lake Street, Pewaukee, 3 courts (Courts 6-8)

Site Director: Dave Schill (262-370-8130)

Tournament Director (report scoring errors here): Scott Witt (414-630-1778)

Officiating Coordinator: Ken Schimp (schimpfiii@yahoo.com)

Game Rules

Game Length -

Platinum, Gold, Silver, and Bronze: 16-minute stopped clock halves. In the last 8 minutes of second half, while the margin is 20+ points, the clock will be running clock, stopping only for timeouts and injuries.

8th Platinum, 8th Gold, 8th Silver, 7th Platinum, 7th Gold, 6th Platinum, 6th Gold, 5th Platinum, and 5th Silver: 15-minute stopped clock halves. In the last 8 minutes of second half, while the margin is 20+ points, the clock will be running clock, stopping only for timeouts and injuries.

4th: 20-minute running clock halves (stopping for timeouts, injuries, delays, etc.). Clock will stop on dead balls during the last 30 seconds of the 1st half and the last 2 minutes of the 2nd half. (While the margin is 20+, the clock won't stop in last 2 minutes of 2nd half except for timeouts and injuries.)

Warm-Up Length - from conclusion of prior game until scheduled start time (minimum of 3 minutes if we are running late). Games only start early with mutual consent of all parties.

Halftime – 3 minutes (may be shortened as necessary).

Timeouts – 3 30-second timeouts. Timeouts do not carry over to overtime, but each team is awarded one timeout for the first overtime only.

Overtime – first overtime is 2 minutes with stopped clock. Subsequent overtimes are 1 minute each (with no timeouts).

Fouls / Free Throws – Players are disqualified on 6th foul. Double bonus shot on 10th team foul of each half - no single bonus prior to that. 2nd team foul in last 2 minutes (and any subsequent foul) triggers double bonus.

Technicals – 2 points and the ball; player technicals count as personal fouls; if a player or coach receives 2 or more technicals in a game they are ejected for the remainder of that game. Intentional fouls handled per WIAA rules.

Pressing / Man Defense -

4th - no zones and teams can only press (man-to-man) when stopped clock is in effect (last 30 seconds of first half and last 2 minutes of 2nd half). Help defense that results in momentary double-team is acceptable, but trapping and continuous double-teaming is not.

5th - no zones. Help defense that results in momentary double-team is acceptable, but trapping and continuous double-teaming is not. Teams can press (man-to-man) unless they are ahead by 20+.

6th and up - No restrictions except teams ahead by 20+ cannot press.