



2020 Wisconsin Impact Event

Event Dates

June 26, 27, 28

Event Details

Location: Center Court, 815 Northview Road, Waukesha

Entry Fee: \$70 per game (2, 3, 4, or 5-game options)

Divisions:

- Open (11th/10th/9th)
- Platinum (11th/10th/9th)
- Diamond (10th/9th/8th)
- Gold (8th/7th)
- Silver (7th/6th)
- Bronze (6th/5th)
- Copper (5th/4th)

Games: Running clock games (clock stops last 30 seconds of first half and last 2 minutes of second half while margin < 20 points)

Admission: \$5 daily admission fee - but attendance is limited!

Awards/Prizes: None. This is a showcase format so there are no division winners. We strive to provide as many competitive games as possible.

Scorers/Timers: Each team is responsible for providing one volunteer (free admission and excluded from attendance allocation) to work the table each game

2020 Wisconsin Impact Event

Risk Mitigation

Attending Teams: Only teams from Wisconsin are allowed to participate

Attendance Policy: Up to TWO coaches per team, ONE scorer/timer per team, and players will be permitted free entry. In addition, each team is allowed to bring up to TWO fans per attending player.

Example: if your team has 9 rostered players, then you are limited to a MAXIMUM of 30 attendees as follows:

2 coaches

1 scorer/timer

9 players

18 fans

Note that there is no limit to the number of coaches on the bench - just a limit of two coaches that can be excluded from attendance formula

Temperature Scanning: All attendees scanned daily at the door

Hand Sanitizers: Available at entrance/exit and each scoring table

Athletic Trainer: On site

Masks: Recommended but not required

No Team Handshakes

Concessions: Available with workers following appropriate protocol

Bathrooms: Available with frequent cleaning

Social Distancing: Attendees should employ common sense, personal responsibility, and practice social distancing whenever possible

Waivers: Every attendee required to sign a waiver (parent/guardian signature required for minor attendees)

2020 Wisconsin Impact Event

Game Rules

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!

All games will be officiated per WIAA rules with the following exceptions:

Game Length: 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 of 2nd half (and any subsequent foul) triggers double bonus.**

Technicals / Intentional Fouls – 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 are 2 points and the ball.

Pressing / Man Defense -

Copper (5th/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.

Bronze (6th/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+.

All others - No restrictions except teams ahead by 20+ cannot press.