



## Tourney Notes

**No attendance limits or mask requirements.**

**Admission** (wristbands will provide admittance to both sites)

**Adults 18-64:** \$10 Daily (cash only please)

**Kids 0-17:** Free

**Adults 65+:** Free

**Coaches** – coaches will be provided a weekend 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 weekend wristband when they sign in where their team plays its first game.

**Athletic Trainers** - provided at each site.

**Concessions** – full concessions available at Center Court (no carry-ins). Limited concessions available at New Berlin West.

**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 any team that goes undefeated in the event.

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

**Eligibility** – Players can only play for one team during the event. Exception: For any given game where a team does not have 7 players available to play, a team may add same grade (or younger) players from the same program to boost the roster to 7 players. Advance notification to the tourney director is required. Our intent is to preserve the competitive integrity of the event while striking a balance with player safety.

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

## Online Information / Venues / Site Supervisors

**Tourney Machine:** <https://tourneymachine.com/R91807>

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

Site Directors: Michelle Bugajski (414-807-5948)

Goran Nikolic (414-333-2136)

**New Berlin West High School**, 18695 W Cleveland, New Berlin; Courts 6-9

Site Directors: Liz Radtke (262-957-7407)

Christi Witt (262-498-3871)

**Tournament Director (report scoring errors here):**

Scott Witt (414-630-1778)

**Officiating Coordinator:** Ken Schimp ([schimpfiii@yahoo.com](mailto:schimpfiii@yahoo.com))



## Game Rules

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

### Game Length -

**ACES, DREAM, LIBERTY, AND LYNX: 16-minute stopped clock** halves. In the last 8 minutes of second half, **while the margin is 20 or more**, the clock will be running clock, stopping only for timeouts and injuries.

**MERCURY, MYSTICS, AND SKY: 15-minute stopped clock** halves. In the last 8 minutes of second half, **while the margin is 20 or more**, the clock will be running clock, stopping only for timeouts and injuries.

**SPARKS, STORM, AND SUN: 14-minute stopped clock** halves. In the last 8 minutes of second half, **while the margin is 20 or more**, the clock will be running clock, stopping only for timeouts and injuries.

**WINGS: 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 or more, 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.

**Technical and 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.

### Pressing / Man Defense -

**ACES, DREAM, LIBERTY, LYNX, MERCURY, MYSTICS, AND SKY:** No restrictions except that teams ahead by 20 or more cannot press.

**SPARKS, STORM, AND SUN:** 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 or more.

**WINGS:** No zones. Help defense that results in momentary double-team is acceptable, but trapping and continuous double-teaming is not. Teams can only press (man-to-man) when stopped clock is in effect (last 30 seconds of 1st half and last 2 minutes of 2nd half) and ahead by less than 20.