

## WISCONSIN VARSITY INVITATIONAL – JULY 29/30, 2023



### NOTES

**Cash Admission** (Venmo also accepted)

**Adults 18-64:** \$12 Daily; \$20 weekend

**Kids 6-17:** \$6 Daily; \$10 weekend

**Adults 65+ and Kids 0-5:** Free

**Coaches** - will be provided a wristband when they sign in. 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 by Wisconsin Impact.

**Concessions** – full concessions available (no carry-ins).

**Basketballs** – officials will choose a basketball from among the warm-up basketballs provided by each team. Players/spectators will not be allowed to dribble on the sidelines or shoot during breaks. Please do not bring basketballs for any purpose other than using in warmups/games.

**Prizes** – Picture/social media post with banner for any team that goes 4-0.

**Start times** – Games will start no more than 5 minutes early – and only then by mutual consent of **all** involved parties.

**Eligibility** – a team may only use players that are expected to play with the high school program in the 2023-24 season - graduated players are not allowed, and players younger than incoming 9th graders are only allowed with tourney permission.

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

### ONLINE INFORMATION / VENUE / SITE DIRECTORS

Exposure Events App – Schedule Link: <https://basketball.exposureevents.com/207728/e/schedule>

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

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

Officiating Coordinator: Tom Bray ([tombraysr@gmail.com](mailto:tombraysr@gmail.com))

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## GAME RULES

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

**Game Length** – Games will consist of two 16-minute halves with the clock stopping on all dead balls. In the last 8 minutes of the second half, we will use a running clock while the margin is 20 or greater, with the clock stopping only for injuries and timeouts. Should the margin drop under 20, then regular stopped clock rules will apply.

**Warm-Up Length** – from conclusion of prior game until scheduled start time (minimum of 3 minutes if we are running late).

**Halftime** – 3 minutes (may be shortened as necessary to stay on schedule).

**Timeouts** – 3 30-second timeouts. Timeouts do not carry over to overtime, but each team is awarded one timeout for the first overtime only. There are no timeouts in subsequent overtime periods.

**Overtime** – first overtime is 2 minutes with stopped clock. Subsequent overtimes are 1 minute each with stopped clock.

**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 game (and any subsequent foul) triggers double bonus.

**Technical / 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 game.