

CHEESEHEAD CHALLENGE – JUNE 12-14, 2026



NOTES

Cash Admission (wristbands will provide admittance to both sites)

Adults 18-64: \$15 Daily (\$10 Friday); \$25 2-day pass; \$35 3-day pass

Kids 6-17: \$5 Daily; \$10 2-day pass; \$15 3-day pass

Adults 65+ and Kids 0-5: Free

Coaches - will be provided a 2-day 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 2-day wristband when they sign in where their team plays its first game.

Athletic Trainers - provided.

Concessions – 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 – Medals and picture/social media post with banner for any team that goes 4-0.

Start times – Games will start no more than 10 minutes early – and only then by mutual consent of all involved parties.

Eligibility – Players may not play for more than one team during event without tourney approval.

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 DIRECTORS

Exposure Events App – Schedule Link – No Wall Brackets Posted:

<https://basketball.exposureevents.com/269170/2026-cheesehead-challenge/schedule>

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

OAW, 5330 S Racine Ave, New Berlin; Courts 1-6

Site Director: Christi Witt (262-498-3871)

Officiating Coordinator: John Brey (jbreywboa@gmail.com)

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GAME RULES

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

Game Length (use older team rules when teams span divisions) -

ALL DIVISIONS – in the last 8 minutes of second half, **while the margin is 20 or more**, the clock will not stop except for timeouts and injuries.

Open Platinum/Open Gold/15 Gold/14 Platinum/14 Gold DIVISIONS: 16-minute stopped clock halves (except as noted above).

13 Platinum/13 Gold/12 Platinum DIVISIONS: 15-minute stopped clock halves (except as noted above).

12 Gold/11/10 DIVISIONS: 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 (except as noted above).

Warm-Up Length - from conclusion of prior game until scheduled start time (minimum of 3 minutes if we are running late). Games may start up to 10 minutes 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. Single bonus on 7th team foul of each half – double bonus on 10th team foul of each half. 10 DIVISION – must start behind FT line but can jump over after the release.

Technical and Intentional Fouls – 2 points and the ball; player technicals count as personal fouls; if a player or coach receives 2 technicals in a game, they are ejected for the remainder of that game.

Pressing / Zone Defense -

No restrictions except as noted in the divisions below:

11 and 10 DIVISIONS (note no restrictions for 12 Gold and older):

During running clock: No pressing. No zones. Help defense that results in momentary double-teaming is acceptable, but trapping and continuous double-teaming is not.

During stopped clock (last 30 seconds of 1st half and last 2 minutes of 2nd half): No restrictions on full-court defense, zones, trapping, etc.