



Tourney Notes

Admission (wristbands will provide admittance to all sites)

Adults 18-64: \$8 *daily*; \$15 for 2-day pass

Kids 6-17: \$3 *daily*; \$5 for 2-day pass

Adults 65+ & Kids 0-5: 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!

Apparel - apparel will be available for purchase at each site.

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!

Prizes – A maximum of 12 medals will be awarded to the 1st and 2nd place teams in each division.

Tie-breakers – Order for tie-breakers: pool rank (for seeding purposes); head to head; point differential in all games; points allowed in all games; and random draw (only as last resort). 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. 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. 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 rostered 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.

Game Rules

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

Game Length -

Diamond, Platinum, Gold, Silver, and Bronze: 16-minute stopped clock halves. In the second half, while the margin is 30+ points, the clock will be running clock, stopping only for timeouts and injuries.

2021 Blue, 2021 Orange, 2022 Blue, 2022 Orange, 2023 Blue, 2023 Orange, 2024, and 2024: 15-minute stopped clock halves. In the second half, while the margin is 30+ points, the clock will be running clock, stopping only for timeouts and injuries.

2025: 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.

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).

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. Second overtime is sudden death and is decided by the first team to score 2 points.

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.

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.

Pressing / Man Defense - in the **4th** division, zones are prohibited 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). In **all other divisions** there are no restrictions regarding zones or pressing. In all divisions, pressing by either team is discouraged when a running clock is in effect (30-point margin), but this is a sportsmanship guideline and not enforceable by officials or anyone else.

Division Formats / Bracket Play

All teams will play exactly 4 games. Some will play 2 on each day, and some will play 3 on Saturday and 1 on Sunday.

In divisions with pools, pool placement is the first criterion for seeding purposes. All pool winners in all divisions can win championship.

Special Adjustments - In all non-championship bracket games, if all involved parties agree we will consider making adjustments that would prevent (or at least diminish the likelihood of) 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.

Online Information

Tourney Machine: <http://www.tourneymachine.com/R31232>

Venues / Site Supervisors

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

Site Directors: Mike Szydlowski (414-232-5348)

Jon Schneider (262-930-1215)

Pewaukee High School, 510 Lake Street, Pewaukee, Courts 6-9

Everyone must enter through the main high school entrance

Site Director: Gordon Nikolic (414-333-2136)

Kettle Moraine High School, 349 North Oak Crest Drive, Wales, Courts 10-15

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

Tournament Director / Scoring Coordinator (report errors here): Scott Witt (414-630-1778)

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