

## 2009 Boys High School Elite Invitational Tournament

### GAME AND SEEDING RULES

1. **WIAA Rules.** Except as specified below, WIAA game rules will be followed.
2. **Length of Game.** Each game will consist of four, eight-minute periods per WIAA rules. There will be no running clock at any time. There will be a one-minute break between each period, whether in regulation or in overtime. The one exception will be between the second and third period, where there will be a five minute (“halftime”) break.
3. **Time-Outs.** Each team will get one 30-second and one 60-second time-out in each half. Each team will get one 60-second time-out in each overtime period. Unused time-outs cannot be carried over from the first half to the second half, from the second half to the first overtime period or from one overtime period to another.
4. **Overtime.** If a game is tied at the end of regulation, the teams will play one two-minute overtime. During tournament pool play, during all consolation bracket games and during those championship bracket games where the winning team of the game in question is **not** still in the running to take 1<sup>st</sup> place in that division, if a game is still tied at the end of the first overtime, there will be a three-point sudden death overtime period, in which the first team to score three points, by whatever means, will win the game (the clock is turned off). However, in all championship bracket games where the winning team of the game in question is still in the running to take 1<sup>st</sup> place in that division, the teams will continue to play full two-minute overtime periods until the game is decided (i.e. the 1<sup>st</sup>-4<sup>th</sup> place semi-finals and the championship game in each division; pool games are not considered to be in the “championship bracket”). In championship bracket games, if after any given full overtime period, the competing coaches decide to use the three-point sudden death rule, they can do so, but only if both are in agreement before the next overtime period starts. There will be a jump ball at the beginning of each overtime period.
5. **Game Time.** All games will start at their published time, unless the previous game is not completed on time. Where the tournament is running behind schedule, only 5 minutes of warm-up time will be allotted to the participants in the next game, unless one of the teams in that next game is playing their first game of the day, in which case there will be a ten minute warm-up period.
6. **Practice Balls.** Each team is responsible for bringing its own warm-up balls. These will not be provided by tournament organizers.
7. **Rosters.** Only players currently enrolled in a varsity team’s high school can play for that team. Graduating seniors (Class of 2009) and other “alums” are not allowed to play in the HSEIT.
8. **Tie Breakers Within a Pool.** In pool play, which team finishes in which place within that pool will first be determined by the team’s overall record within the pool. Where two teams within a pool tie with identical records, if those two teams played each other, the tie will be broken with the team that won the head-to-head game prevailing. Where two teams tie in a pool and those teams did not play each other, or where three or more teams tie, the tie will be broken by a point system. Each team will earn (or lose) points based on how they fared in each game against each pool opponent. A team losing a game by 7

will receive a -7 score. A team winning a game by 11 points will receive a +11 score. All plus and minus points will be capped at 15 so that no team has an incentive to run up the score (past 15 points) on a weaker team. If two or more teams remain tied after the tie breaker is applied, the team that gave up the fewest points in pool play (i.e., total defensive points) wins the tie breaker. If two or more teams are still tied with an equal number of defensive points given up in pool play, the team that scored the most points in all pool games combined, wins the tie breaker. The last tie break is a coin toss.

While the pool sizes in this tournament are 14, 13, and 26 teams, the principles outlined above apply to all sizes of pools. Regardless of the pool size, most ties will be broken by the initial tie breaker point criterion. Let's assume the following example: New York, Chicago, Los Angeles and Houston are in a four-team pool. After pool play, the standings are as follows:

### Standings

<u>TEAM</u>	<u>WINS</u>	<u>LOSSES</u>	<u>POINTS FROM GAME ONE</u>	<u>POINTS FROM GAME TWO</u>	<u>POINTS FROM GAME THREE</u>	<u>TOTAL NET POINTS</u>	<u>FINAL RANK</u>
Los Angeles	3	0	+12	+15	+14	+41	1
Chicago	1	2	+3	-7	-14	-18	4
Houston	1	2	-3	-15	+10	-8	2
New York	1	2	-12	+7	-10	-15	3

In this scenario, Los Angeles finishes first based on record. Houston finishes second, because it has the highest total of net points, New York is third and Chicago is fourth.

If a team fails to show up for one or more of its pool games, those game(s) will be forfeited to the other team by a score of 2-0.

9. **Seeding Teams Into Play-off Brackets.** In all three divisions, it is very possible that two teams that played each other during the pool round are initially slotted to play each other in the first round of the play-offs. Where that happens, such match-ups will be adjusted (if at all) as follows:

- In all three divisions, for the 1<sup>st</sup> to 4<sup>th</sup> place semi-finals, if the seeding process produces a re-match between pool opponents, there will be no modification of the formula seeding, even if doing so would eliminate the re-match between pool opponents.
- For the 5<sup>th</sup>-8<sup>th</sup> place semi-finals in all three divisions, and the 9<sup>th</sup>-12<sup>th</sup> place semi-finals, 13<sup>th</sup>-16<sup>th</sup> place semi-finals and the 17<sup>th</sup>-20<sup>th</sup> place semi-finals in the Small Division, if a re-match between pool opponents can be avoided, the seedings will be modified accordingly.
- In the Large Division, the six teams that finish in 9<sup>th</sup> through 14<sup>th</sup> place after pool play will play two games each on Sunday against two of the other five teams in this grouping. The same is true of the five teams that finish between 9<sup>th</sup> and 13<sup>th</sup> in the Medium Division pool, and the six teams that finish between 21<sup>st</sup> and 26<sup>th</sup> in the Small Division pool. Pairings in these games will be subjectively determined by tournament organizers to: 1) avoid a re-match of opponents from pool play and 2) allow for the most geographic diversity possible (i.e. avoid match-ups between two teams from neighboring communities).