

2009 Wisconsin State Invitational Championship Tournament (“WSICT”)
6th Grade Boys ~ Tournament Rules

- 1) **WIAA Rules.** Except as specified, or excepted below, WIAA game rules will be followed.
- 2) **Length of Game.** Each game will consist of four, seven-minute periods with clock stoppages for all time-outs, out of bounds plays, free throws and all other times a game clock is normally stopped under official basketball rules. The coach of the losing team has the prerogative of having a running clock in the fourth quarter, but only if his/her team is behind by more than 19 points going into the fourth quarter. (The losing team coach cannot be forced to have the clock run in these situations.) Where the losing team coach decides to run the clock, it will be run for the full fourth period, even if the losing team closes the margin to less than twenty points at some point during the fourth period. Where the running clock is used in the fourth period, the clock will be stopped only for time-outs taken by one of the teams, substitutions, an injury on the court or for any other reason that the referees decide to call an official’s time-out.
- 3) **Time-Outs.** Each team will get two full time-outs to be used any time during the first half of play; and three time-outs for use in the second half of play. Unused time-outs cannot be carried over from the first half to the second half or from the second half to the first overtime period. Each team receives one-time-out per overtime period.
- 4) **Time Between Periods.** 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 periods, where there will be a five-minute (“halftime”) break.
- 5) **Overtime.** If a game is tied at the end of regulation, the teams will play one three-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 1st 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 first place in that division, the teams will continue to play full overtime periods until the game is decided (pool games are not considered to be “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 prior to the start of a given overtime period. There will be a jump ball at the beginning of each overtime period.
- 6) **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.
- 7) **Conduct.** Players, coaches, parents and others who use profanity; are demonstrative or loud in their criticism of the referees; taunt, use noisemakers, cowbells, whistles or laser lights to distract opposing players, particularly when shooting a free throw; or are in any way belligerent; will be dealt with aggressively. The referees will not confront a player, parent or other relevant party in the stands. A coach is responsible for the conduct of his/her team’s fans. The referee will identify for the coach the offending party and the nature of the offense. There will be one warning. If there is a second incident, a

technical foul will be called. If the conduct persists, the offending individual or individuals will be instructed by the relevant coach to leave the gym (i.e. go to the concession area, commons or leave the building entirely). That person will then be given two minutes to leave the gym; failure to do so will result in the team involved forfeiting the game. If a player, parent or coach is removed from a game by an official, the expulsion will be for that game only; unless the individual in question refuses to leave (resulting in his/her team's forfeit of that game) or physically confronts an official or opposing coach, player or fan, in which case the expulsion will be for the remainder of the tournament.

- 8) **Zones and Presses.** Full and half court zones and presses are permissible at all grade levels, including 6th and 5th grade boys and 6th and 5th grade girls. However, a team cannot press full court if up by 20 points or more; when up by more than 19, it can't begin defending before the half court line. During those times when a press cannot be used, players returning to their defensive positions at the other end of the court must not challenge the dribbler or attempt to intercept a direct pass; defenders can, however, pick up a loose ball or muffed pass.
- 9) **Coach's Box.** One coach at a time (not two or more) will be able to move about within the coach's box while the game is in progress to talk to players on the bench and provide brief instruction to players on the court. For purposes of this paragraph, "brief" shall mean running time of not more than 60 seconds per incident and amassed time not exceeding twenty (20) per cent of game time. Referees will use their best subjective judgment to determine if a coach is exceeding either time limit. The coach's box shall consist of that portion of the out of bounds side court running from the scorer's table or the end of the bench where the coach usually sits, to five feet past the player seated farthest from the scorer's table or the end of the bench where the coach usually sits. The coach may not stand when the opposing team is in the process of in-bounding the ball within ten feet of any portion of the coach's bench. A coach violating any aspect of the rule in this paragraph will first be provided a warning and, if a second warning is necessary, will be assessed a technical foul.
- 10) **Practice and Game Balls.** Each team is responsible for bringing its own warm-up balls. Warm-up balls will not be provided by tournament organizers. An official-sized women's (28.5") ball will be used at all of the girls tournaments (5th, 6th, 7th and 8th), as well as at the 5th and 6th grade boys tournament. An official-sized men's (30.0") ball will be used at the 7th and 8th grade boys tournaments. Game balls will be provided by the tournament host.
- 11) **Jerseys.** It is permissible (although not recommended) to use jerseys with numbers only on the back of the jersey, but without a number on the front. It is also permissible to have a number on a jersey with a digit greater than 5. It is not permissible to have more than one player wear the same jersey number. A player not listed in the official tournament program roster can play in the tournament.

Teams that wear jerseys which are not reversible must bring to the tournament an alternate numbered jersey, T-shirt or a transparent mesh vest of a different color that allows the referee to see the number of each player. Where both teams want to wear the same color in a given game, the referees will conduct a coin flip as far in advance of tip off as possible. If the team losing the coin flip does not have an alternate jersey with them, but the team that won the coin flip does, the latter team will be required to put on their alternate jersey, with the team that lost the flip assessed a bench technical. The team that switches jerseys then will start the game by shooting two free throws and getting the ball out of bounds (i.e. there will be no opening game tip-off).

- 12) **Eligibility.** To be eligible to play in the Wisconsin State Invitational Championship Tournament ("WSICT"), teams must be "community-based". All players representing public high school districts must either live in that school district or attend public school in that district under Wisconsin's open enrollment law. Where a student has applied for open-enrollment into a school district in which he/she

does not currently reside, and where that application has been accepted in writing prior to the 2009 WSICT for his/her grade, that player will be eligible to play at the WSICT for the team representing the school at which he/she is open-enrolling. Players representing a parochial high school, must attend a feeder parochial school into that high school.

The following hypothetical will help registrants understand what our definition of “community-based” is for purposes of the WSICT:

Andersonville has two public high schools (East and West), a parochial high school (St. John), three public Junior High Schools (Washington, Jefferson and Lincoln) and a neighboring small community by the name of Zeus.

- No player living in the Zeus school district and going to Zeus public schools can play for an Andersonville team, or vice versa.
- Washington Junior High feeds into Andersonville East High, Jefferson Junior High feeds into Andersonville West High and Lincoln Junior High feeds into both. Washington Junior High students must play for Andersonville East; and Jefferson Junior High students must play for Andersonville West. The Lincoln Junior High players can play for East or West, depending on which high school territory they live in; or the Lincoln Junior High team can play as a team unto themselves, separate from either East or West.
- A student living in Zeus, but attending Washington Junior High under the State’s open enrollment plan, can play for either Zeus or East, but not both.
- St. John can have players from either side of Andersonville, Zeus and other neighboring communities, provided that they attend a parochial grade school of that religious denomination that feeds into St. John High School. A player from Zeus who attends a St. John parochial feeder school (middle or elementary), can play either for Zeus or St. John, but not both.
- A player residing in the Andersonville East school district and attending Washington Junior High during the 2008-2009 academic year, applies in February, 2009, to open-enroll in Zeus public school for the 2009-2010 academic year. The week before the WSICT for his/her grade, that player is accepted, in writing, for admission to Zeus schools for the 2009-2010 academic year (not 2010-2011 or a later academic year). At the 2009 WSICT, this player has the option of playing for either Andersonville East (because that’s where the player currently resides) or Zeus (because this player will be allowed to transition to his/her new school). Acceptance by Zeus must be in writing -- it’s not sufficient that an application has been made, or that the player’s parents have been informed orally that their son/daughter “will,” or “probably will,” be admitted at some point in the future. The same exception as outlined in this bullet applies if a student is applying for admission to a non-public school. In other words, if the Andersonville East player in question applied and was accepted in writing by St. John, instead of Zeus, for the 2009-2010 academic year, the player could play for either Andersonville East or St. John at the 2009 WSICT.

A player whose parents are divorced and have joint custody of him/her, can play for the school district where his/her mother resides, or where his/her father resides, and is not limited to playing for the school district where he/she attends school, provided that he/she spends a significant amount of time in the second community.

A girl is not eligible to play in a boys Wisconsin State Invitational Championship Tournament; likewise, a boy is not eligible to play in a girls WSICT.

Eligibility for WSICT events is by grade -- not by age. A 13 year-old, currently in 8th grade, who skipped a grade at some point in his/her academic career, cannot play “down” on a seventh grade team, even though her/his contemporaries, by age, are seventh graders. Conversely, a player repeating a grade, can play for a team representing the grade in which he/she is currently enrolled, even though he/she is a year older than most of his/her classmates.

- 13) **Tie Breakers Within a Pool.** In a three, four or five-team pool, 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 four or five team pool tie with identical records, the tie will be broken with the team that won the head-to-head game prevailing. Where three teams tie in a three, four or five team pool, 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. In the case of a three-way tie, if two teams are still tied after the tie breaker is applied, the deciding factor will again be the winner of the head-to-head competition; if all three teams are still 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 and the team with the second fewest points gets the next highest seed.

Let’s assume the following example: New York, Chicago, Los Angeles and Houston are in a four-team pool. Their scores are as follows:

<u>Game One</u>	Los Angeles	31	New York	19
	Chicago	24	Houston	21
<u>Game Two</u>	Los Angeles	43	Houston	19
	New York	36	Chicago	29
<u>Game Three</u>	Los Angeles	39	Chicago	25
	Houston	52	New York	42

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. Under official basketball rules, a forfeit is usually posted as a 2-0 victory. To do that in the WSICT, however, would seriously disadvantage a pool team in certain-sized (i.e., 12, 18, 20, 21, 28 and 36 team) fields with a 2-1 or 3-0 record because its tie breaker points would be artificially depressed relative to other 3-0 or 2-1 teams from other pools. As a result, in the case of a 12, 18, 20, 21, 28 or 36-team field, the score of the forfeited loss will not be posted until round-robin play in that pool is completed. At that point, any team with a forfeited win will have its tie breaker points (if it has a

positive tie breaker total) increased proportionately to those earned in its other two (or three) pool games. For a team with a negative tie breaker total in its other two games, the forfeit will be recorded as a 2-0 score, with a +2 score added to the tie breaker total.

For example, in the standings cited above, let's say that Chicago didn't show up for any of its three pool games. Los Angeles (3-0) and New York (1-2) would keep the same records they had (because they both had defeated Chicago). Houston's record would now go to 2-1. While for pool standing purposes we wouldn't need to address the issue of tie breaker points, for purposes of putting together the eight team championship bracket in a 12-team field with the other two pools, that exercise must be completed. These tie breaker points would be adjusted as follows:

- Los Angeles had a tie breaker total of +27 from its two games with Houston and New York, so its new tie breaker total will be $+40\frac{1}{2}$ [$(12 + 15 = 27 \div 2 = 13\frac{1}{2})$ and $(27 + 13\frac{1}{2} = 40\frac{1}{2})$]. The score of the Los Angeles / Chicago game will be posted as Los Angeles $13\frac{1}{2}$ Chicago 0.
- New York will still have a 1-2 record. Its tie breaker points from its other two games (not involving Chicago) totaled -22 (-12 to Los Angeles and -10 to Houston). Since this is a negative number, the posted score of this game will be: New York 2 Chicago 0 and New York's tie breaker points of +2 for the game will give them net tie breaker points of -20.
- Houston will now have a 2-1 record: a loss to Los Angeles, a real win over New York and a forfeit win over Chicago. Since Houston's tie breaker total without the Chicago game is -5 (-15 to Los Angeles and +10 to New York), the posted score of this game will also be +2 (for Houston) to 0 (for Chicago). Houston will then have net pool tie breaker points of -3.

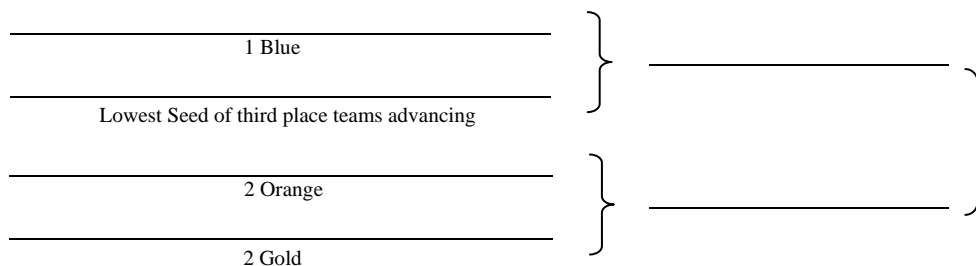
A team that forfeits all of its pool games, but arrives to play in the next round, will automatically be seeded last in the entire field, even though it technically may have net tie breaker points that would artificially seed it higher.

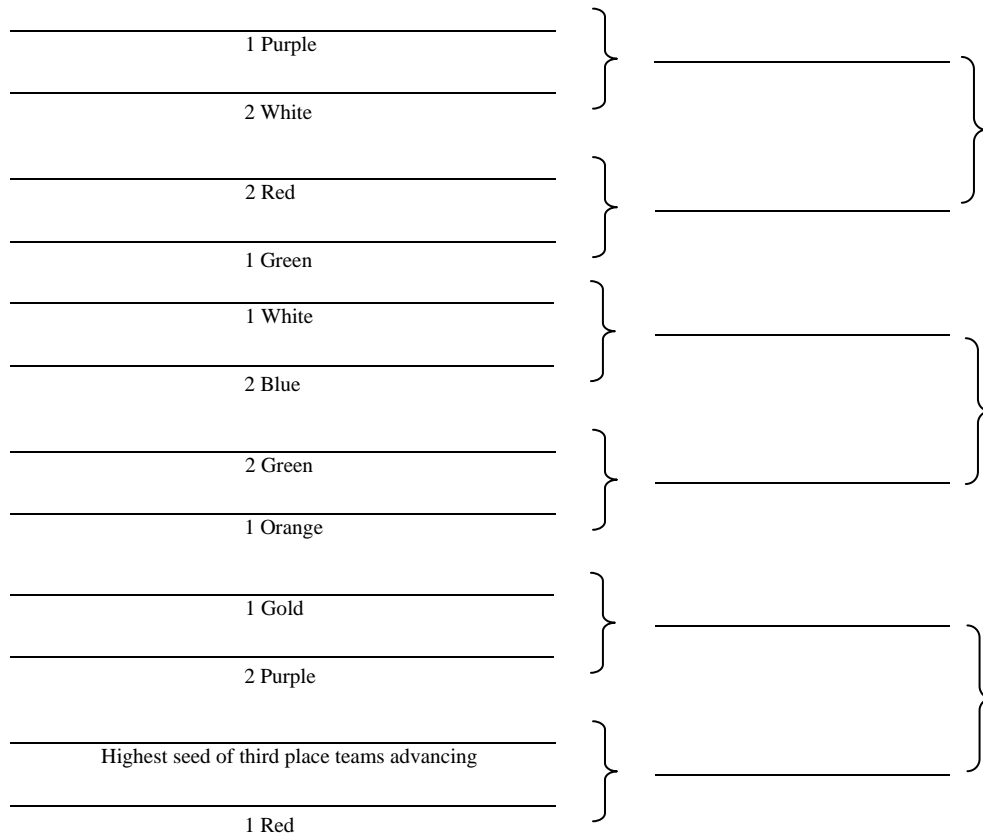
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22) **Seeding Teams in Championship and Consolation Brackets in 21-Team Fields.** During the preliminary pool play round, there will be seven pools of three teams each. After pool play is completed, the top two teams from each pool will automatically advance to the championship/consolation bracket Round of 16. The remaining seven teams (the third place finishers in each pool) will be slotted as follows:

- The two third place teams with 1) the best records, 2) the most tie breaker points and 3) if there's still a tie, the least defensive points given up in pool play, will advance to the 16-team championship/consolation bracket Round of 16. If this results in one 3rd place team playing a pool mate in the Round of 16, the two third place teams advancing to the Round of 16 will switch first round opponents.
- The remaining five third place teams will be slotted into a friendship bracket to play for places #17 to #21 on a round-robin basis.

The championship/consolation bracket Round of 16 will be formatted as follows for the first game:





In the 21-team field, all teams play two pool games and four games in the championship, consolation or friendship brackets, for a tournament total of six.

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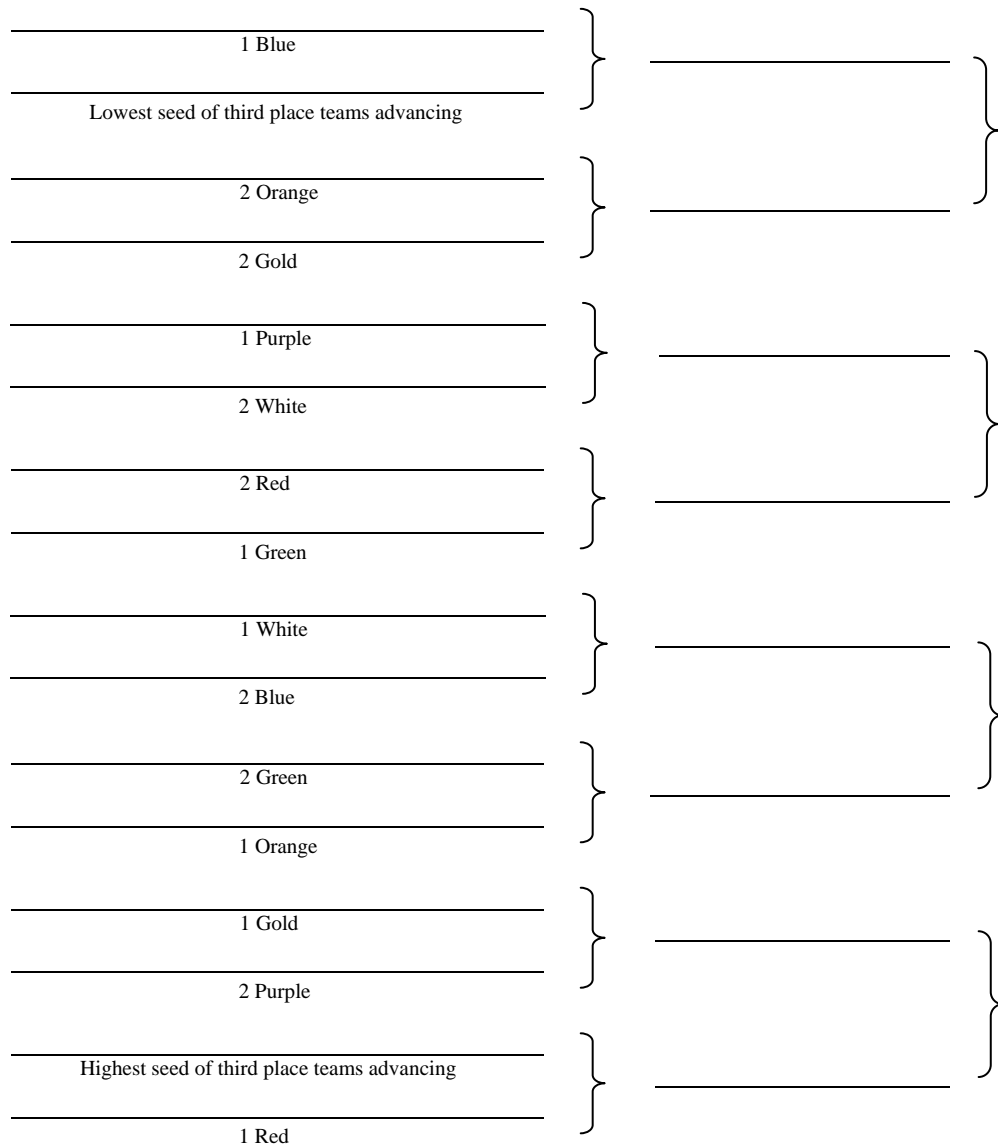
25) **Seeding Teams in Championship and Consolation Brackets in 28-Team Fields.** During the preliminary pool play round, there will be seven pools of four teams each. After pool play is completed, the top two teams from each pool will automatically advance to the championship/consolation bracket Round of 16. The remaining fourteen teams will be slotted as follows:

- The two third place teams with 1) the best records, 2) the most tie breaker points and, 3) if there's still a tie, the least defensive points given up in pool play, will advance to the 16-team championship bracket Round of 16. If this results in one third-place team playing a pool mate in the Round of 16 (either the number one finisher in the Red or Blue Pool), the two third place teams advancing to the Round of 16 will switch first round opponents. The other 12 teams that finish first or second in their pool (other than the number one finishers in the Red and Blue Pools) are pre-slotted in such a way that there can be no first round-match ups with a pool mate.
- The remaining five third-place teams will be slotted into a consolation bracket to play for places #17 to #24, along with the three fourth-place pool finishers with 1) the best records, 2) the most tie breaker points and, 3) if there's still a tie, the least defensive points given up in pool play. These teams will be formatted into an eight team quarterfinal bracket, using the procedures spelled out in Item #16, pertaining to the formatting of 12 team fields (these same principles apply to the formatting of 12, 18, 21 and 28 team fields). Note the bottom of paragraph two of Item #16: "When selecting who is in the [17th-24th place] consolation, we look first at the place the team finished in its pool, then at records and finally at points. However, when actually

seeding teams once the occupants of the brackets are selected, we disregard what place a team finished in its pool and look first to record, and then to tie breaker points earned.” In other words, it is possible for a fourth place team with a 1-2 record to be seeded ahead of a third place team with a 1-2 record from another pool, if the former has more tie breaker points than the latter. Also note that Item #16 provides for the modification of seeds to avoid first round matchups of pool mates.

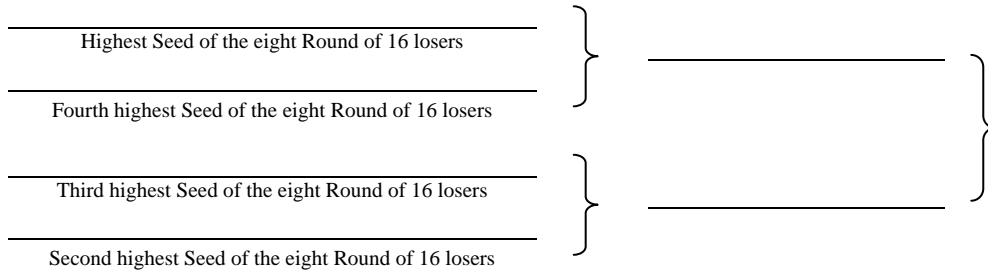
- The remaining four fourth-place finishers play each other on a round-robin basis for 25th–28th place.

The championship bracket Round of 16 will be formatted as follows for the first game:

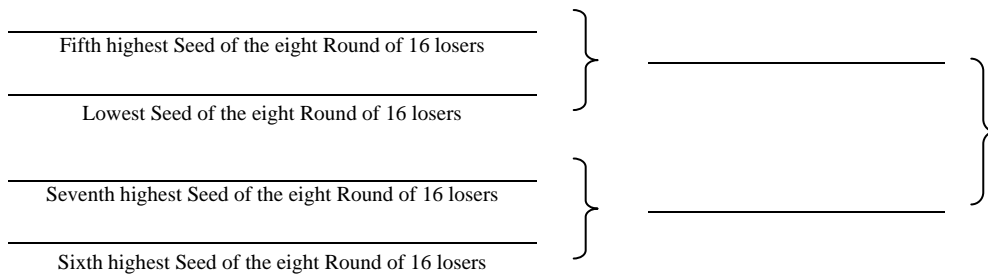


After the Round of 16 games have concluded, the eight losing teams will be formatted into two separate consolation semi-final brackets as follows:

- **9th–12th place semi-final:**

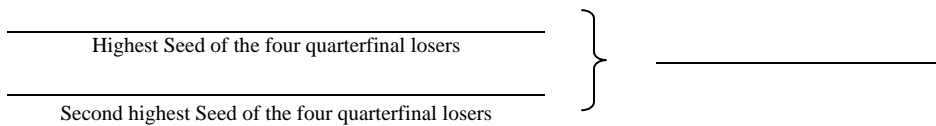


- **13th–16th place semi-final:**

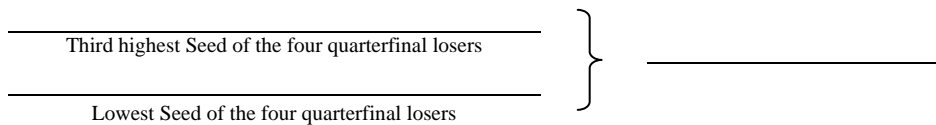


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **Fifth place game:**

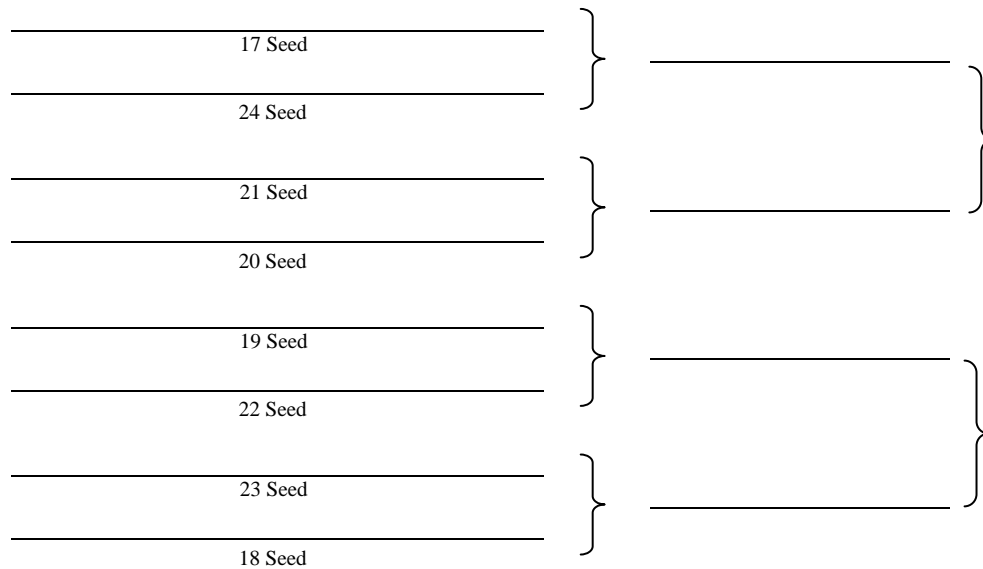


- **Seventh place game:**



When determining which team gets which seed in the 5th–8th, 9th–12th and 13th–16th place brackets, we look only at pool play results -- not at the score of the Round of 16 games (or, in the case of the 5th–8th place games, the quarterfinal results). In accordance with Item #16, as described above, top seeds will go to those teams with 1) the best records in pool play, 2) the most tie breaker points and, 3) if still tied, defensive points given up in pool play.

- The 17th–24th place consolation bracket, as described above, will be formatted as follows:



In the 28-team field, all teams that advance to the 1st–4th place semi-finals play a total of seven games in the tournament -- three in pool play and four in the championship bracket. The remaining 24 teams in this field play six total games -- three in pool play and three post-pool.

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- 28) **Seeding Teams in Championship and Consolation Brackets in 39-team Fields.** During the preliminary pool play round, there will be thirteen pools of three teams each. The order of finish in each pool – who finishes first, second and third – will be based on: 1) best record, 2) most tie-breaker points and, if still tied, 3) least defensive points given up in pool play.

The # 35, #36, #37, #38 and #39 seeded teams will be placed in a friendship bracket and will play each other in a four game round robin for 35th through 39th place, for a total of six tournament games (two in the first pool, plus four games in the second pool).

Seeds #27 through #34 will be placed in the lower consolation bracket in two pools of four teams each. Each team in the lower consolation bracket will play the other three teams in their pool for its third, fourth and fifth game of the tournament. At the end of this second round of pool play, the two first place teams in each pool will play each other for 27th place, the two second place teams for 29th place, the two third place teams for 31st place and the two fourth place teams for 33rd place. These final “place” games will be the sixth game of the tournament for each team in the lower consolation bracket.

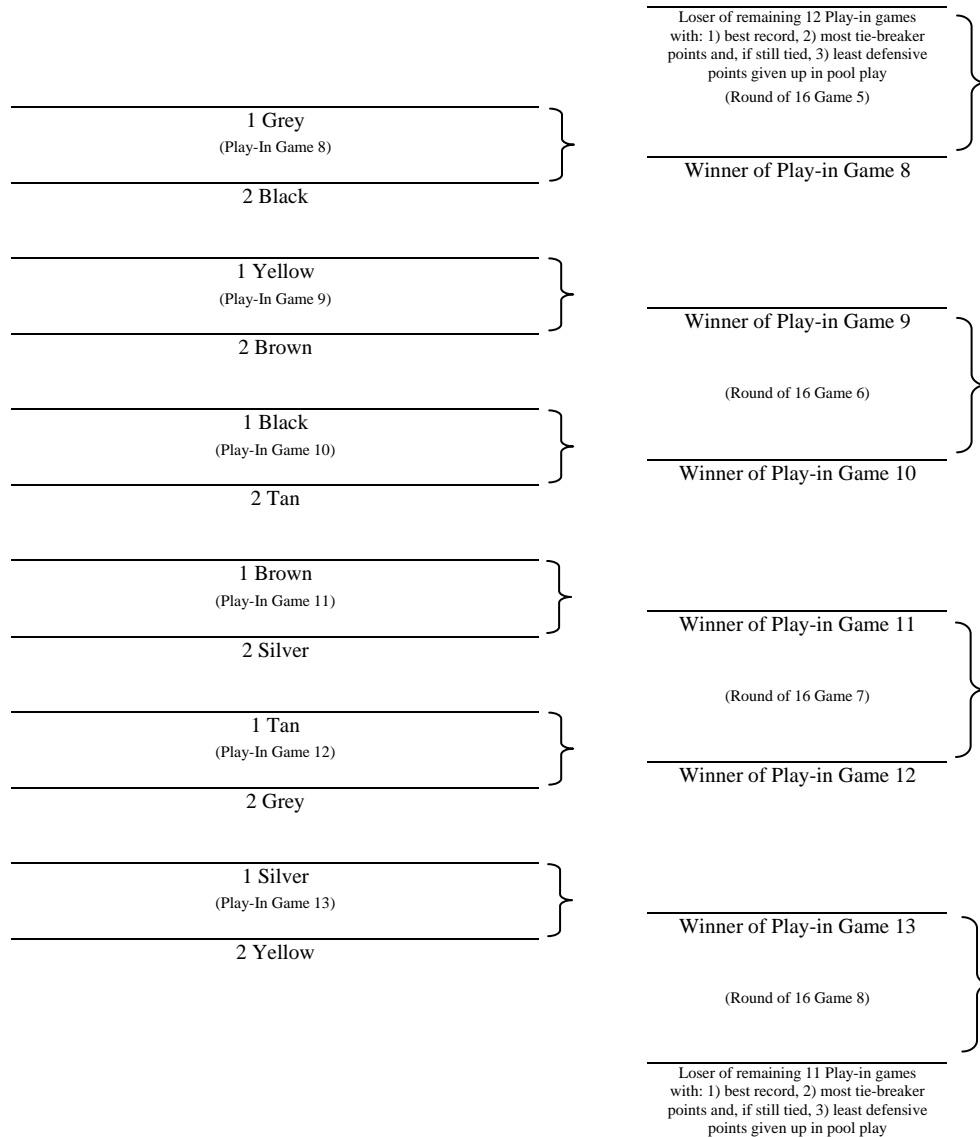
The first and second place teams in each of the thirteen original pools will advance to one of thirteen championship bracket play-in games. In each such game, a first place-finishing team from one pool will play a second place-finishing team from another. The winners of those thirteen play-in games will automatically advance to the 1st to 16th place Round of 16 championship bracket. The remaining three spots in the Round of 16 championship bracket will be given to the three losers of those thirteen play-in games that had the: 1) best record in pool play, 2) most tie-breaker points in pool play and, if still tied, 3) the fewest defensive points given up in pool play to opponents. Note that tie-breaker points, and defensive points given up, from the play-in game, are not included in this computation.

The remaining ten losing teams from the thirteen play-in games in the Round of 16 will be seeded from #17 to #26 and will be placed in one of two consolation brackets as follows:

- Seeds #17 to #22 will be placed into one of two pools in a six-team upper consolation bracket. Each team will play each other team in its pool for its fourth and fifth game of the tournament. After pool play, each team will play its sixth game of the day as follows:
 - The two first place teams in each pool for 17th place.
 - The two second place teams in each pool for 19th place.
 - The two third place teams in each pool for 21st place.
- Seeds #23, #24, #25 and #26 will play each other on a round robin basis for each team's fourth, fifth and sixth tournament games to determine 23rd through 26th place in the tournament.

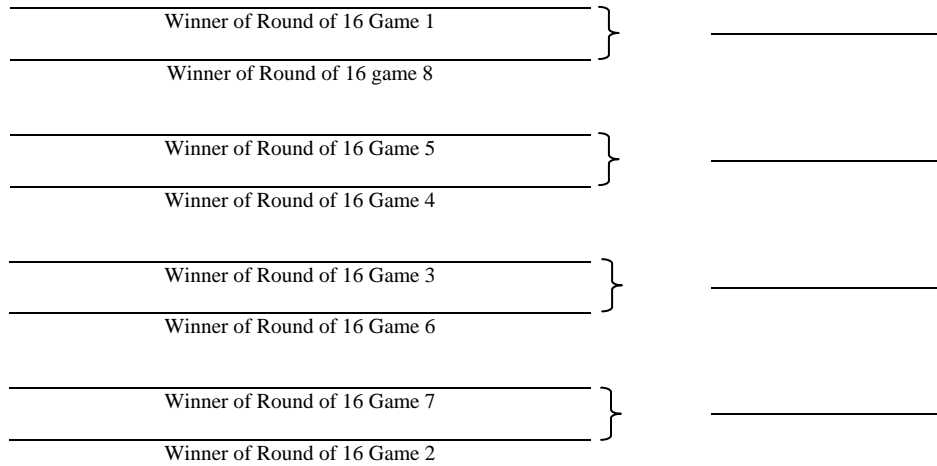
The 39 teams in this field will be slotted for the play-off rounds as follows:





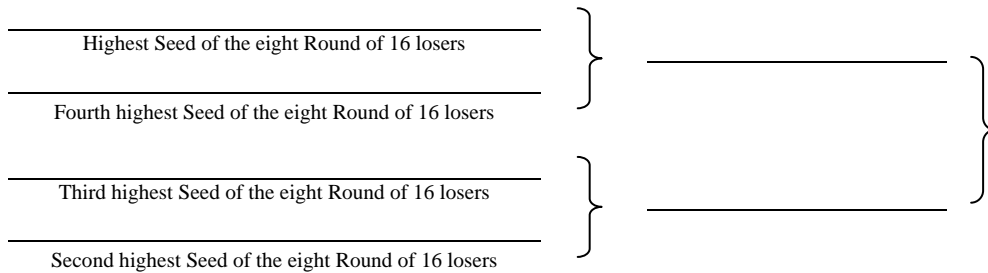
Note: Not all of the original thirteen pools complete pool play at the same time. Also, some of the thirteen play-in games need to begin immediately after the last of the original pools complete pool play. As a result, the thirteen play-in games can't be in the same time slot; nor can the eight Round of 16 games start at the same time. Therefore, the first of the thirteen play-in game losers that will advance to the Round of 16 will be chosen only from the first seven play-in games, whereas the final two losing teams to advance will be selected from the remaining 12 losing teams.

After the Round of 16 games, the pairings for the championship bracket quarterfinals will be as follows:

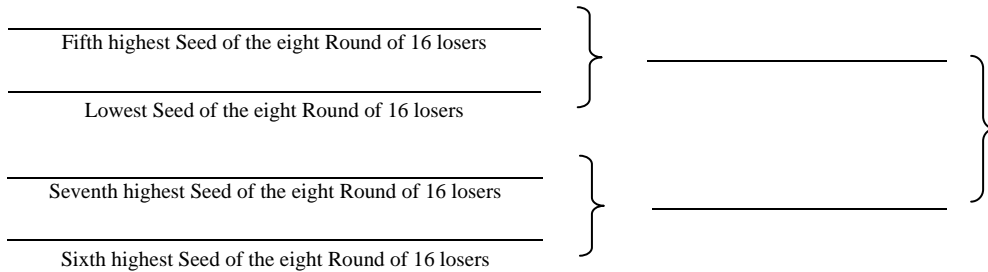


The eight losing teams in the Round of 16 games will be formatted into two separate semi-final brackets as follows:

- **9th-12th place semi-final:**

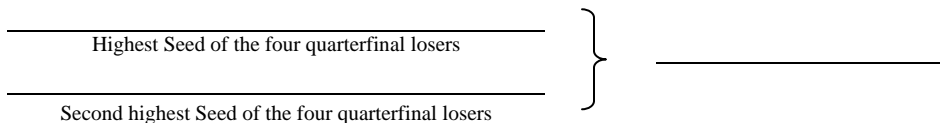


- **13th-16th place semi-final:**

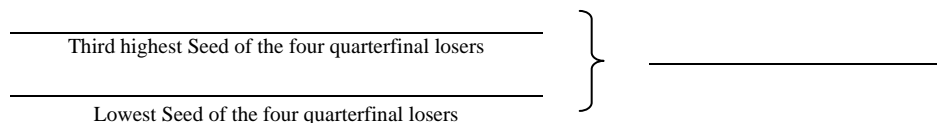


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **Fifth place game:**



- **Seventh place game:**



When determining which team gets which seed in the 5th-8th, 9th-12th and 13th-16th place brackets, we look only at pool play results -- not at the score of the Round of 16 games (or, in the case of the 5th-8th place games, the quarterfinal results). In accordance with Item #16, as described above, top seeds will go to those teams with 1) the best records in pool play, 2) the most tie breaker points in pool play and, 3) if still tied, defensive points given up in pool play.

Upper Consolation Bracket: Seeds #17 through #22 will be placed into the upper consolation bracket (17th-22nd place) as follows:

<u>Pool A</u>	<u>Pool B</u>
# 17 Seed	# 18 Seed
# 20 Seed	# 19 Seed
# 21 Seed	# 22 Seed

Please note that for the 6th grade boys 2009 WSICT, if a team from the Grey or Silver pool ends up with the #17 or #20 seed, they will be reseeded to Pool B and a Pool B team moved to Pool A. This is done to avoid having a team that played in Marathon earlier in the day on Saturday drive to Merrill on Saturday evening per our explanation in the accompanying cover memo.

Middle Consolation Bracket: Seeds #23 through #26 will play each other on a round robin basis in the following order:

Tournament Game 4:	# 23 Seed v # 26 Seed	# 24 Seed v # 25 Seed
Tournament Game 5:	# 23 Seed v # 25 Seed	# 24 Seed v # 26 Seed
Tournament Game 6:	# 23 Seed v # 24 Seed	# 25 Seed v # 26 Seed

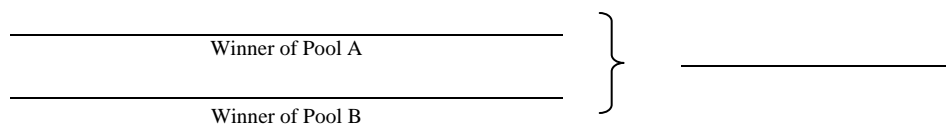
Lower Consolation Bracket: Seeds #27 through #34 will be formatted as follows:

<u>Pool A</u>	<u>Pool B</u>
# 27 Seed	# 28 Seed
# 30 Seed	# 29 Seed
# 31 Seed	# 32 Seed
# 34 Seed	# 33 Seed

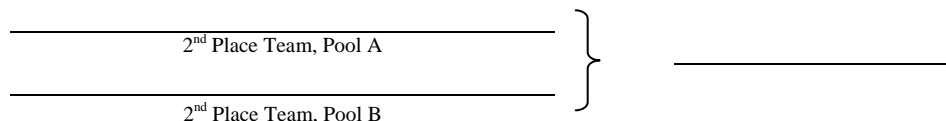
Please note that for the 6th grade boys 2009 WSICT, if a team from the Grey and/or Silver pool ends up with the #28, #29, #32 or # 33 seed, they will be reseeded to Pool A and a Pool A team(s) moved from Pool A to Pool B. This is being done to avoid having a team that played in Marathon earlier in the day on Saturday drive to Merrill on Saturday evening per our explanation in the accompanying cover memo.

For purposes of the final “place” game, see Item #13 to determine the order of finish within this second round of pool play. The final (6th) game for each team will be as follows:

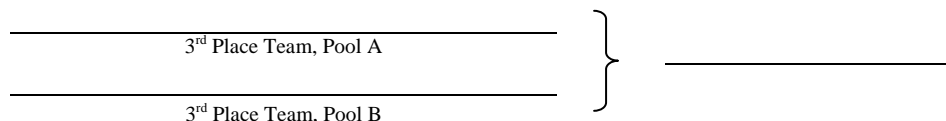
- **27th Place Game:**



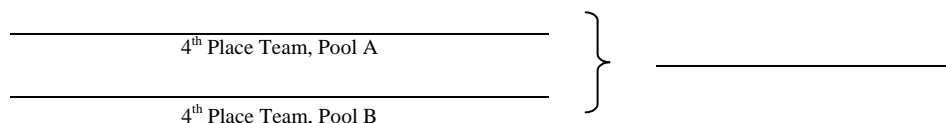
- **29th Place Game:**



- **31st Place Game:**



- **33rd Place Game:**



Friendship Bracket: The # 35, # 36, # 37, # 38 and # 39 seeds will play each other on a round robin basis for 35th through 39th place.

Please note that for the 2009 WSICT for 6th grade boys, if a team from the Grey or Silver pool ends up in this bracket, it will automatically receive the #38 seed. This is done to avoid having a team that played in Marathon earlier in the day be forced to drive to Merrill on a relatively short turn around basis.