

**2010 Wisconsin State Invitational Championship Tournament (“WSICT”)**  
**6<sup>th</sup> Grade Girls ~ ~ 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 stop clock overtime (i.e. not running clock). 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 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 6<sup>th</sup> and 5<sup>th</sup> grade boys and 6<sup>th</sup> and 5<sup>th</sup> 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 (5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup>), as well as at the 5<sup>th</sup> and 6<sup>th</sup> grade boys tournament. An official-sized men's (30.0") ball will be used at the 7<sup>th</sup> and 8<sup>th</sup> 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 either been accepted in writing prior to the 2010 WSICT for his/her grade, or has not expressly been denied (i.e. in those cases where the school district in question has not generally acted on open enrollment applications prior to the date of the WSICT grade/gender at issue), 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: 1) live within 50 miles of the parochial high school for whose feeder program the player wants to play and 2) attend a parochial elementary or middle school that feeds into that high school. Where a player lives in proximity to more than one high school of the religious denomination in question, he/she will be allowed to play only for the closest school relative to his/her residence (note exception below for certain 8<sup>th</sup> grade players). For example, a player living somewhere in the countryside between Appleton and Green Bay would be eligible to play for whichever Catholic high school (Notre Dame or Xavier) is closest to his/her place of residence. With a variety of Catholic high schools in the metro Milwaukee area, distance from residence to high school will be the sole determinant when deciding eligibility questions. The only exception to the distance criterion, whether in the metro Milwaukee area or outstate, will be in the case of the 8<sup>th</sup> grade WSICT. Since most parochial high school applications for the 2010-2011 academic year will have been made and acted on prior to the time of the 2010 WSICT, for 8<sup>th</sup> grade boys or girls, players enrolling at a parochial high school not closest to the player's place of residence will be allowed to play only for the parochial high school feeder program to which the player has applied and been accepted - not any other parochial high school of that denomination, even if that other high school is closest to his/her place of residence.

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. Washington Junior High feeds into Andersonville East High, Jefferson Junior High feeds into Andersonville West High and Lincoln Junior High feeds into both.

- 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 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 2009-2010 academic year, applies in February, 2010 to open-enroll in the Zeus public school for the 2010-2011 academic year (not 2011-2012 or a later academic year). At the 2010 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). 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 has applied for admission to St. John, instead of Zeus, for the 2010-2011 academic year, the player could play for either Andersonville East or St. John at the 2010 WSICT.

Assume a player who lives in the Zeus district and, for purposes of the 5<sup>th</sup>, 6<sup>th</sup> or 7<sup>th</sup> grade 2009 WSICT, applied on a timely basis for open enrollment to attend Washington Junior High (which feeds into Andersonville East) for the next academic year and, as a result, played for Andersonville East at the 2009 WSICT. If that player failed to actually attend Washington Junior High in the 2009-2010 academic year, he/she will not be eligible to play for Andersonville East or any other team (e.g. Andersonville West or St. John) at the 2010 (or 2011 or 2012) WSICT other than Zeus (where the player resides). In other words, a player isn't allowed to apply for open enrollment in successive seasons in order to play for a team with which he/she has had ultimately no residential or attendance connection.

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 8<sup>th</sup> 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.** Which team finishes in which place within each pool, will first be determined by the team's overall record within the pool. Where two teams that played each other within a pool or companion pool tie with identical records, the tie will be broken with the team that won the head-to-head game prevailing. Where three or more teams tie in a pool, or where two teams tie that did not play each other, 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 tie between more than two teams, 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 those two teams played each other. If 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. The final tie breaker is most points scored in all pool games.

The following example assumes four teams playing each other in pool play: New York, Chicago, Los Angeles and Houston. (Note: the same general rationale applies when a team plays members of a companion pool, rather than members of its own 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.

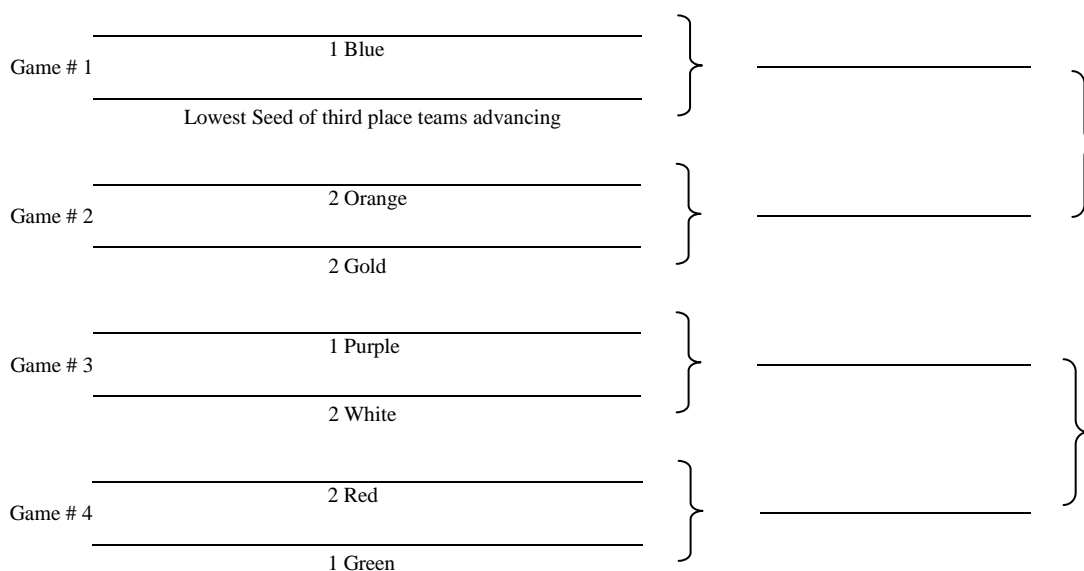
A team that forfeits all of its pool games, but arrives to play in the next round, will automatically be seeded last in the entire field, even though it technically may have net tie breaker points that would artificially seed it higher.

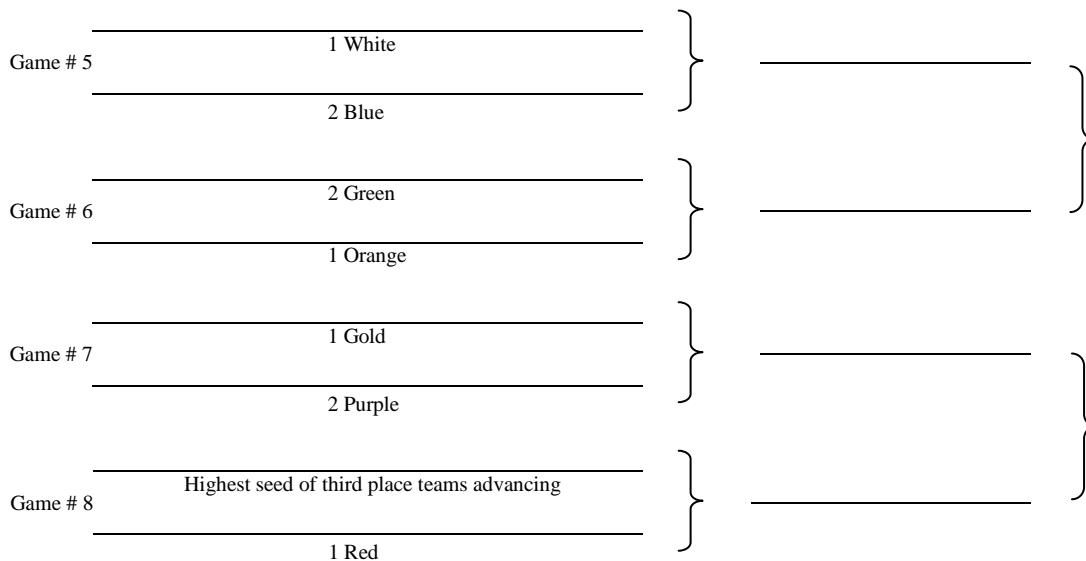
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22) **Seeding Teams in Championship and Consolation Brackets in 21-Team Fields.** During the preliminary pool play round, there will be seven pools of three teams each. After pool play is completed, the top two teams from each pool will automatically 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, 3) the least defensive points given up in pool play, and, if there's still a tie, 4) the most points scored in pool play, will advance to the 16-team championship/consolation bracket Round of 16. If this results in one 3<sup>rd</sup> 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:





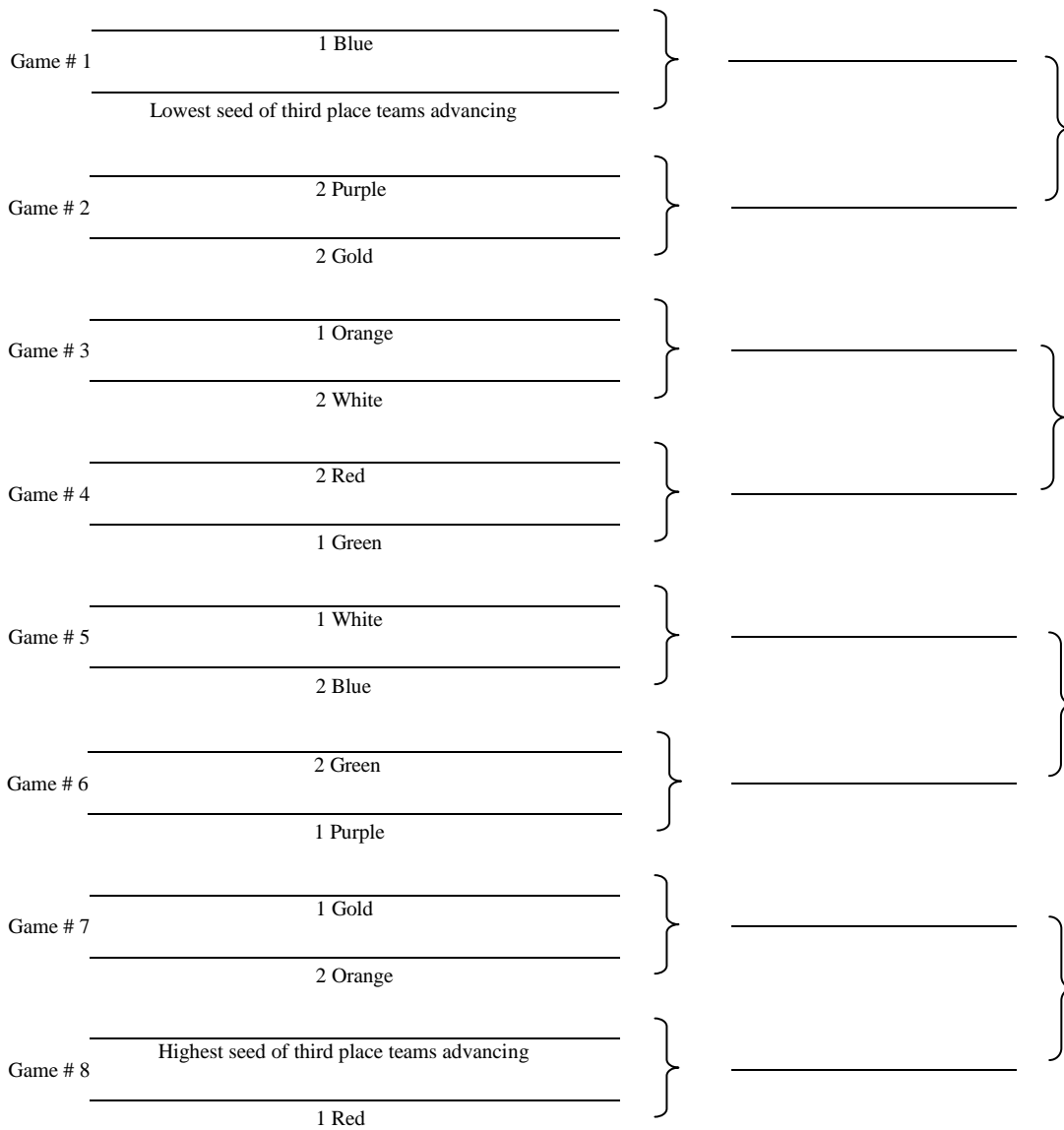
In the 21-team field, all teams play two pool games and four games in the championship, consolation or friendship brackets, for a tournament total of six.

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26) **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:

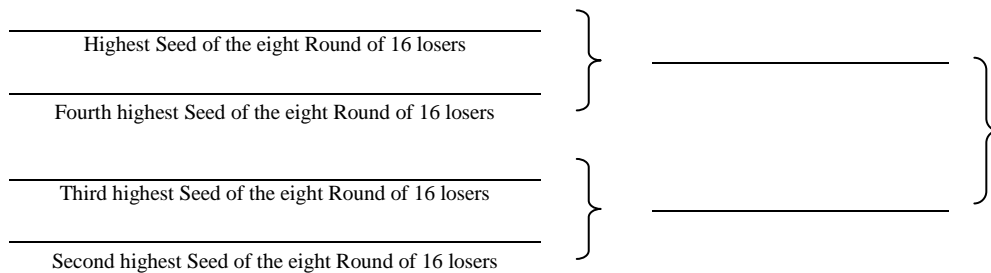
- The two third place teams with: 1) the best records, 2) the most tie breaker points, 3) the least defensive points given up in pool play, and, if there's still a tie, 4) the most points scored in pool play, will advance to the 16-team championship bracket Round of 16. If this results in one third-place 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, 3) the least defensive points given up in pool play, and, if there's still a tie, 4) the most points scored in pool play. These teams will be formatted into an eight team quarterfinal bracket, with the five third-place teams receiving the 17-21 seeds and the three fourth-place teams the 22, 23 and 24 seeds. If necessary, lower seeds will be moved within their bracket to avoid a first round play-off match against a pool opponent.
- The remaining four fourth-place finishers play each other on a round-robin basis for 25<sup>th</sup>–28<sup>th</sup> place.

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

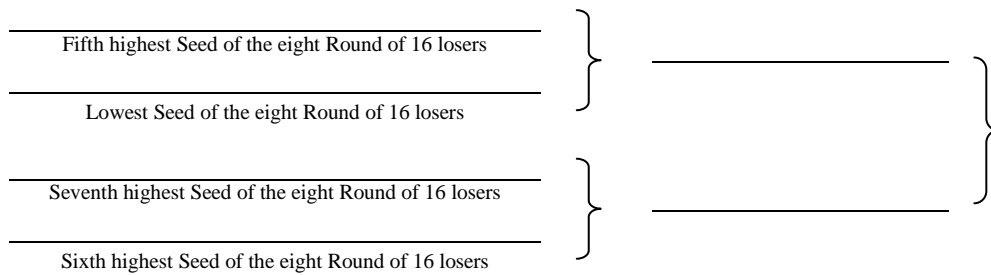


After the Round of 16 games have concluded, the eight losing teams will be formatted into two separate consolation semi-final brackets as follows:

- **9<sup>th</sup>-12<sup>th</sup> place semi-final:**

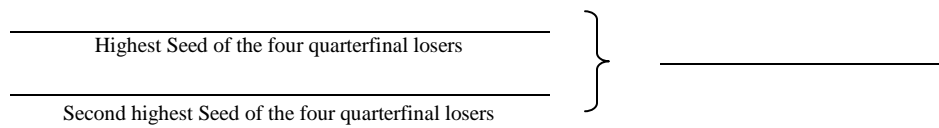


- **13<sup>th</sup>-16<sup>th</sup> place semi-final:**

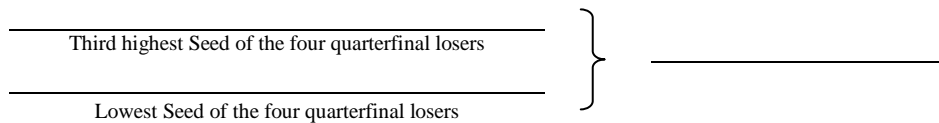


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **Fifth place game:**

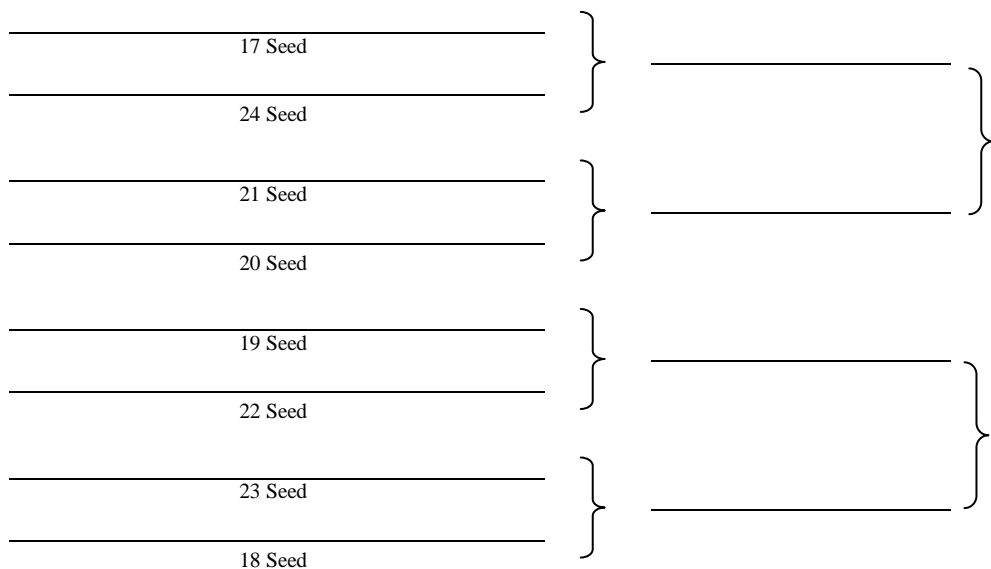


- **Seventh place game:**



When determining which team gets which seed in the 5<sup>th</sup>-8<sup>th</sup>, 9<sup>th</sup>-12<sup>th</sup> and 13<sup>th</sup>-16<sup>th</sup> 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 5<sup>th</sup>-8<sup>th</sup> place games, the quarterfinal results). As described above, top seeds will go to those teams with: 1) the best records in pool play, 2) the most tie breaker points, 3) fewest defensive points given up in pool play, and, if still tied, 4) the most points scored in pool play.

The 17<sup>th</sup>-24<sup>th</sup> place consolation bracket, as described above, will be formatted as follows:



In the 28-team field, all teams that advance to the 1<sup>st</sup>–4<sup>th</sup> 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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30) **Seeding Teams in Championship and Consolation Brackets in 36-team Fields.** During the preliminary pool play round, there will be 12 pools of three teams each. Unlike pool play in most fields, in a 36-team field, pool members do not play each other. Instead, they play the three members of a companion pool. The three members of the Blue Pool play the three teams in the Red Pool. White Pool members play those in the Green Pool. Purple Pool teams play Orange Pool members, etc. After each team completes its three pool games, the six teams within each set of companion pools are ranked from 1<sup>st</sup> to 6<sup>th</sup> based on: 1) head-to-head competition in those cases where two teams tie and the two teams played each other; or, in the case of a three-way tie, or a two-way where the two teams did not play each other, 2) overall pool record, 3) tie-breaker points, 4) fewest defensive points given up to opposing teams in pool play and, if still tied, 5) most points scored during pool play.

• **Championship Bracket.**

The top two teams in each six-team set of companion pools automatically advance to the 16-team championship bracket, along with the four third-place teams with: 1) the best overall pool record, 2) most tie-breaker points, 3) fewest defensive point given up to opposing teams in pool play and, if still tied, 4) the most points scored during pool play.

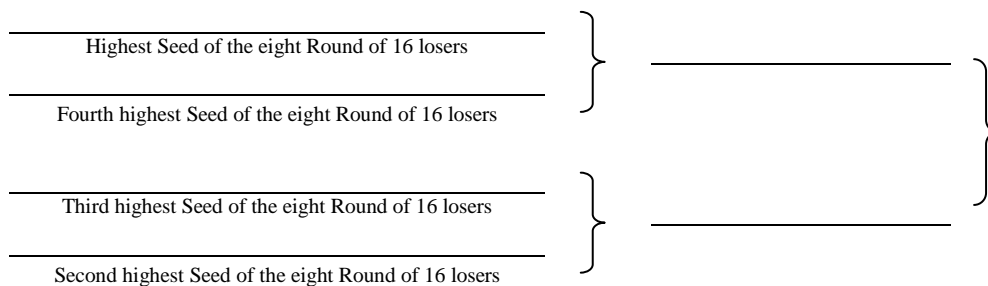
The championship bracket Round of 16 will be formatted as follows:



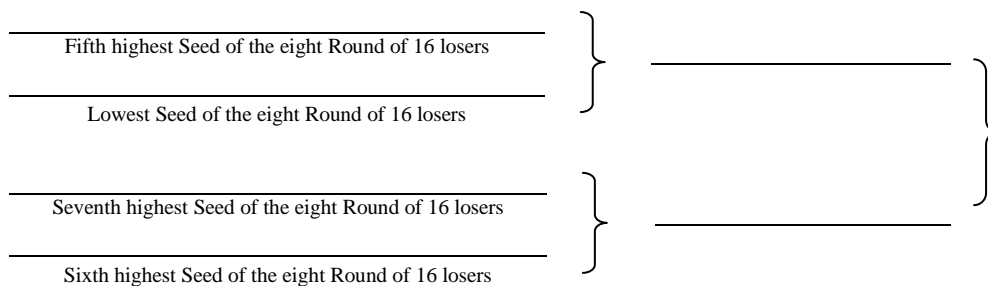


After the Round of 16 games have concluded, the eight losing teams will be formatted into two separate semi-final brackets as follows:

- **9<sup>th</sup>–12<sup>th</sup> place semi-final:**

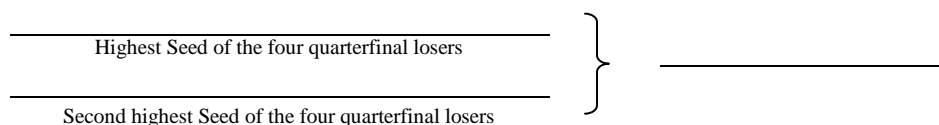


- **13<sup>th</sup>–16<sup>th</sup> place semi-final:**

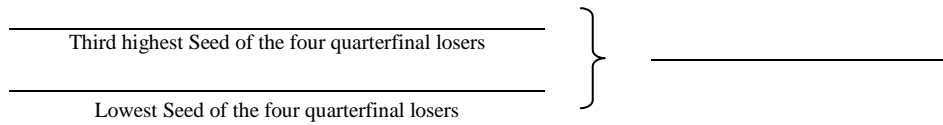


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted directly into fifth and seventh place games as follows:

- **Fifth place game:**



- **Seventh place game:**

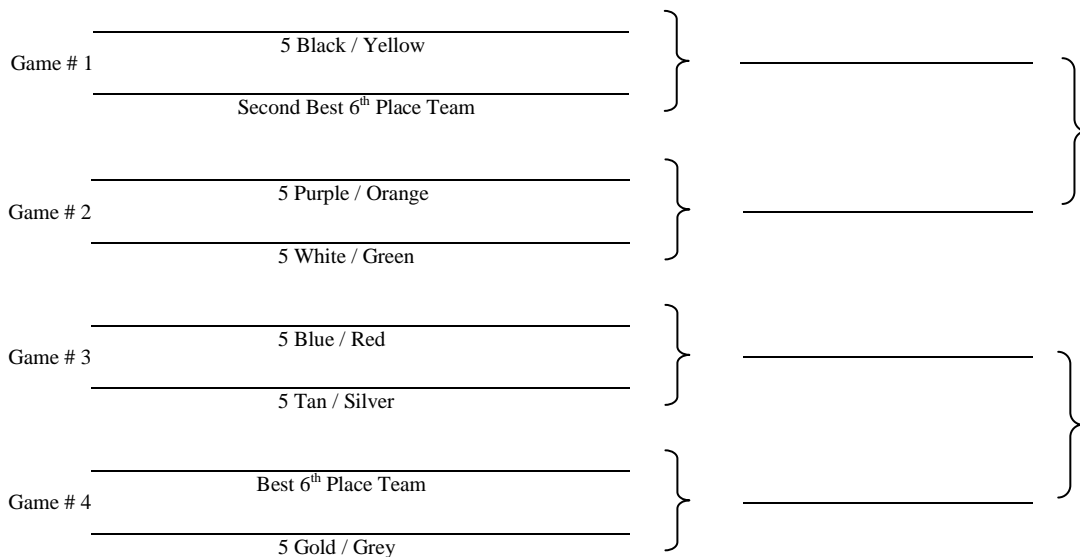


When determining which team gets which seed in the 5<sup>th</sup>-8<sup>th</sup>, 9<sup>th</sup>-12<sup>th</sup> and 13<sup>th</sup>-16<sup>th</sup> place brackets, we look only at pool play results -- not at the score of the Round of 16 games (or, in the case of the 5<sup>th</sup>-8<sup>th</sup> place games, the quarterfinal results). As described above, top seeds will go to those teams with: 1) the best records in pool play, 2) the most tie breaker points, 3) fewest defensive points given up in pool play and, if still tied, 4) the most points scored in pool play.

- **Upper Consolation Bracket.** The two lowest seeded third place teams and all six fourth-place teams, are bracketed into the 17<sup>th</sup>-24<sup>th</sup> place quarterfinal as follows:



- **Lower Consolation Bracket.** The six fifth-place teams and two highest seeded sixth place teams are bracketed into the 25<sup>th</sup>-32<sup>nd</sup> place quarterfinals as follows:



- **Friendship Bracket.** The four lowest seeded sixth-place pool finishers become the #33, #34, #35 and #36 seeds and play each other on a round-robin basis for places 33, 34, 35 and 36.

In the championship bracket Round of 16, the 17<sup>th</sup>-24<sup>th</sup> place quarterfinals and the 25<sup>th</sup> to 32<sup>nd</sup> place quarterfinals, opponents in the first round of each play-off will be adjusted by moving a lower seed within a given bracket to avoid first round match-ups of pool opponents.

In the 36-team field, the four teams that advance to the 1<sup>st</sup>-4<sup>th</sup> place semi-finals play a total of seven games in the tournament -- three in pool play and four in the championship bracket. The remaining 32 teams in this field play six total games -- three in pool play and three post-pool.