

**2011 Wisconsin State Invitational Championship Tournament ("WSICT")**  
**6<sup>th</sup> Grade Boys ~ ~ Tournament Rules**

- 1) **WIAA Rules.** Except as specified, or excepted below, WIAA high school 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 full 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 1<sup>st</sup> 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 five 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. Where the tournament is running ahead of schedule, the next game will start early only if the head coaches of both teams, both referees and the tournament director (i.e., clock operators and scorekeepers are present and ready to start) agree. A team not wanting to start play until the published time will not be coerced into starting before the published time.

- 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 emphatically. 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 tournaments. 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 a public high school as the feeder team for that high school, must either live in that school district or attend public school in that district under Wisconsin’s open enrollment law. Where a community has more than one public high school with one unified school district, boys/girls can only play for that high school feeder team that corresponds to the territory in which he/she actually resides (while most unified districts generally allow students to attend whichever high school they want, every district has some form of geographic or other dividing line to determine which students are automatically assigned to which high school in case one of the schools reaches maximum capacity). Where a student has applied for open enrollment for the 2011-2012 academic year to a school not aligned with where he/she currently resides, and where that application has either been accepted in writing prior to the 2011 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 of the same denomination that feeds into that high school. Where a player lives in proximity to more than one high school of the religious domination 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 attending a Catholic middle or elementary school 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 2011-2012 academic year will have been made and acted on prior to the time of the 2011 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 (that player is also eligible to play for the public high school in whose district he/she lives).

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 2010-2011 academic year, applies in February, 2011 to open-enroll in the Zeus public school for the 2011-2012 academic year (not 2012-2013 or a later academic year). At the 2011 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 2011-2012 academic year, the player could play for either Andersonville East or St. John at the 2011 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 2010 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 2010 WSICT. If that player failed to actually attend Washington Junior High in the 2010-2011 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 2011 (or 2012 or 2013) 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 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.** At the WSICT, we utilize two different tie breaker methodologies to seed teams after pool play into the championship or consolation play-off brackets:

- The "Companion and External Pool Tie Breaker" methodology is used to break ties in two different types of situations:
  - When seeding teams where there are companion pools, i.e., teams in one pool play all the teams in another pool (the companion pool) rather than members of its own pool.
  - In those situations where the results of teams that played different pool schedules are compared against each other to determine the seeding order of those teams.

- The "Internal Pool Tie Breaker" methodology is used to break ties in those situations where each team within a three, four or five team pool plays all the members of its own pool and no non-pool members.

While both these tie breaker methodologies apply many of the same general principles, there are some significant differences in their application. Outlined below is each methodology and a practical example of how each works. First, however, we'll define some terminology common to both approaches:

- "Overall pool record" – this is the final win/loss record of a team after pool play is complete.
- "Head-to-head" competition – this is the result of the game(s) in pool play between one or more teams. When the "Internal" methodology is being used, there is a certainty that all teams being compared played each other in pool play. When the "Companion and External" protocol is used, some of the teams involved in a tie may have played each other, while others haven't.
- "Net tie-breaker points" – each team earns (or loses) 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.
- "Fewest defensive points" – this is the total number of points scored by opposing teams in pool play.
- "Most points scored" – this is the total number of points scored by a team in pool play.

If a team fails to show up for a game, it will be recorded as a 2-0 forfeit for purposes of the tie breaker calculation. 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.

- A) The "Companion and External Tie Breaker" methodology. After pool play is completed, the teams being ranked are seeded using the following seven criteria, in this order: 1) overall pool record; 2) where two teams that played head-to-head have an identical pool play record, the winner of the head-to-head match-up wins the tie breaker; 3) where three teams tie and one of the teams defeated the other two, that victorious team wins the tie breaker (if the two remaining teams played each other in pool play, go back to criterion #2, otherwise proceed to criterion #5); 4) where three teams tie and one of the teams lost to the other two, that losing team gets the lowest seed of the three teams involved in the tie (if the two remaining teams played each other in pool play, go back to criterion #2, otherwise proceed to criterion #5); where two teams tie that did not play each other, or where three or more teams tie where one team did not defeat all the other teams involved in the tie, the next tie-breaker is 5) net tie breaker points (if after identifying the tie breaker winner, the remaining teams that are still tied played each other, go back to criterion #2, if not, proceed to criterion #6); followed by 6) fewest defensive points given up to opposing teams in pool play and, if still tied, 7) most points scored during pool play.

The following example illustrates three teams in one pool playing three teams in a companion pool (not members of its own pool). Assume the following pool play results:

First Round of Pool Games

Boston	47	Seattle	23
Philadelphia	29	Denver	26
Baltimore	31	San Francisco	29

Second Round of Pool Games

Seattle	27	Philadelphia	21
Denver	36	Baltimore	31
Boston	51	San Francisco	41

Third Round of Pool Games

Baltimore	41	Seattle	33
Denver	37	Boston	35
San Francisco	43	Philadelphia	26

Standings

TEAM	WINS	LOSSES	TIE-BREAKER	TIE-	TIE-	TOTAL	DEFENSIVE	OFFENSIVE	FINAL
			POINTS FROM	BREAKER	BREAKER	BREAKER			
			GAME ONE	FROM GAME	FROM GAME	POINTS	SCORED*	SCORED*	
				TWO	THREE				
<b><u>Blue Pool</u></b>									
Seattle	1	2	-15	+6	-8	-17			5
Denver	2	1	-3	+5	+2	+4			1
San Francisco	1	2	-2	-10	+15	+3			4
<b><u>Red Pool</u></b>									
Boston	2	1	+15	+10	-2	+23			2
Philadelphia	1	2	+3	-6	-15	-18			6
Baltimore	2	1	+2	-5	+8	+5			3

\* We only calculate these if needed.

In this scenario, note how the places in this companion pool are awarded:

- Denver, Boston and Baltimore all have 2-1 records per criterion #1. Criterion #2 doesn't apply because there is a three-way tie. Using criterion #3, since Denver defeated both Boston and Baltimore, it gets the #1 seed.
- Since Boston and Baltimore did not play each other, we can't use criterion #2 and we proceed to criterion #5, with the result that Boston gets the #2 seed because it had +23 tie-breaker points to +5 for Baltimore.
- There is also a three-way tie at 1-2. Because it is a three-way tie, criterion #2 does not apply. Since none of these teams defeated the other two teams head-to-head, criterion #3 does not apply either. However, since three teams tied and one team lost to the other two, criterion #4 applies, with Philadelphia, having lost to both Seattle and San Francisco, getting the #6 seed.
- Of the two remaining teams, because Seattle and Philadelphia did not play each other in pool play, we proceed to criterion #5. San Francisco is awarded the #4 seed over #5 seed Seattle, because San Francisco has more tie breaker points (+3) than Seattle (-17).

B) The "Internal Pool Tie Breaker" methodology. After pool play is completed, the teams are seeded using the following five criteria in this order: 1) overall pool record; 2) where two teams tie that have an identical pool record, the winner of the head-to-head match-up wins the tie breaker; 3) where three teams tie, the team with the most net tie breaker points gets the top seed or, conversely, the team with the fewest tie breaker points gets the lowest seed. If after applying criterion 3, only two teams remain tied, the team that won the head-to-head match-up will get the higher remaining seed. If after applying all the above criteria, the top three teams are still tied because they have the same number of net tie breaker points, we look 4) first at fewest defensive points, and then 5) at most points scored in pool play, to break the tie.

The following example assumes four teams playing each other in pool play: New York, Chicago, Los Angeles and Houston. There 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 tie breaker points. New York is third and Chicago fourth, not because New York has more tie breaker points, but because using criterion #3, New York beat Chicago in the head-to-head match-up.

\* \* \* \* \*

16) **Seeding Teams in Championship and Consolation Brackets in 12-Team Fields.** During the preliminary pool play round, there will be four pools of three teams each. 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. 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> using the "Companion and External Tie Breaker" methodology spelled out in Rule 13(A).

The top four teams in each six-team companion pool are slotted into the 1<sup>st</sup>–8<sup>th</sup> place quarterfinals. The 5<sup>th</sup> and 6<sup>th</sup> place teams in each companion pool are placed in the 9<sup>th</sup>–12<sup>th</sup> place pool.

- **Championship Bracket** The 1<sup>st</sup>–8<sup>th</sup> place championship bracket quarterfinals will be formatted as follows:



- **Consolation Bracket.** The four consolation bracket teams compete for places 9 through 12 by playing each other on a round-robin basis.

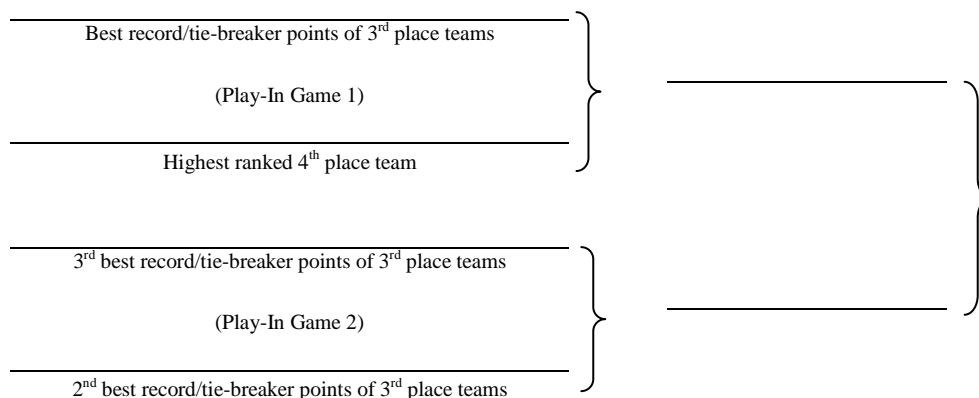
\* \* \* \* \*

20) **Seeding Teams in Championship and Consolation Brackets in 18-Team Fields.** During the preliminary pool play round, there will be six pools of three teams each. Unlike pool play in some other fields, in an 18-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. 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> using the "Companion and External Pool Tie Breaker" methodology outlined in Rule 13(A).

- **Championship Bracket.** The top two teams in each six-team set of companion pools automatically advance to the 8-team championship bracket. Meanwhile, the three 3<sup>rd</sup> place teams from each set of companion pools, along with the highest seeded 4<sup>th</sup> place team [determined by using the same Rule 13(A) methodology described above], participate in a play-in game to the remaining two slots in the championship bracket quarterfinals.

When determining the pairings for the two play-in games, if the two teams slotted to participate in play-in game #1 played each other during pool play, the two 3<sup>rd</sup> place teams with the best and second best record/tie-breaker points will switch spots, to avoid a play-off re-match. Conversely, if the winner of either play-in game gets matched up against a pool opponent in the championship bracket quarterfinals, the quarterfinal match-ups will *not* be adjusted to avoid the re-match. All teams in 18-team fields play a total of six games (three in pool play and three in the championship, upper consolation or lower consolation rounds), except for the four teams that participate in the championship bracket play-in games, who play a total of seven games.

- The championship bracket play-in games will be formatted as follows:



- The championship bracket quarterfinals will be formatted as follows:



- Upper Consolation Bracket.** The losers of the two play-in games, and the two 4<sup>th</sup> place teams that did not qualify to participate in the play-in games, play each other on a round-robin basis for 9<sup>th</sup> through 12<sup>th</sup> place.
- Lower Consolation Bracket.** The six teams that placed either in 5<sup>th</sup> or 6<sup>th</sup> place in each set of companionship pools will play their last three games of the tournament in the lower consolation bracket. The six teams will be placed into two pools of three, with each poolmate playing each other poolmate for two total pool games as follows:

**Pool A**

- 5<sup>th</sup> place team from Purple/Orange Companion Pools
- 5<sup>th</sup> place team from Blue/Red Companion Pools
- 6<sup>th</sup> Place team from White/Green Companion Pools

**Pool B**

- 6<sup>th</sup> place team from Blue/Red Companion Pools
- 5<sup>th</sup> place team from White/Green Companion Pools
- 6<sup>th</sup> place team from Purple/Orange Companion Pools

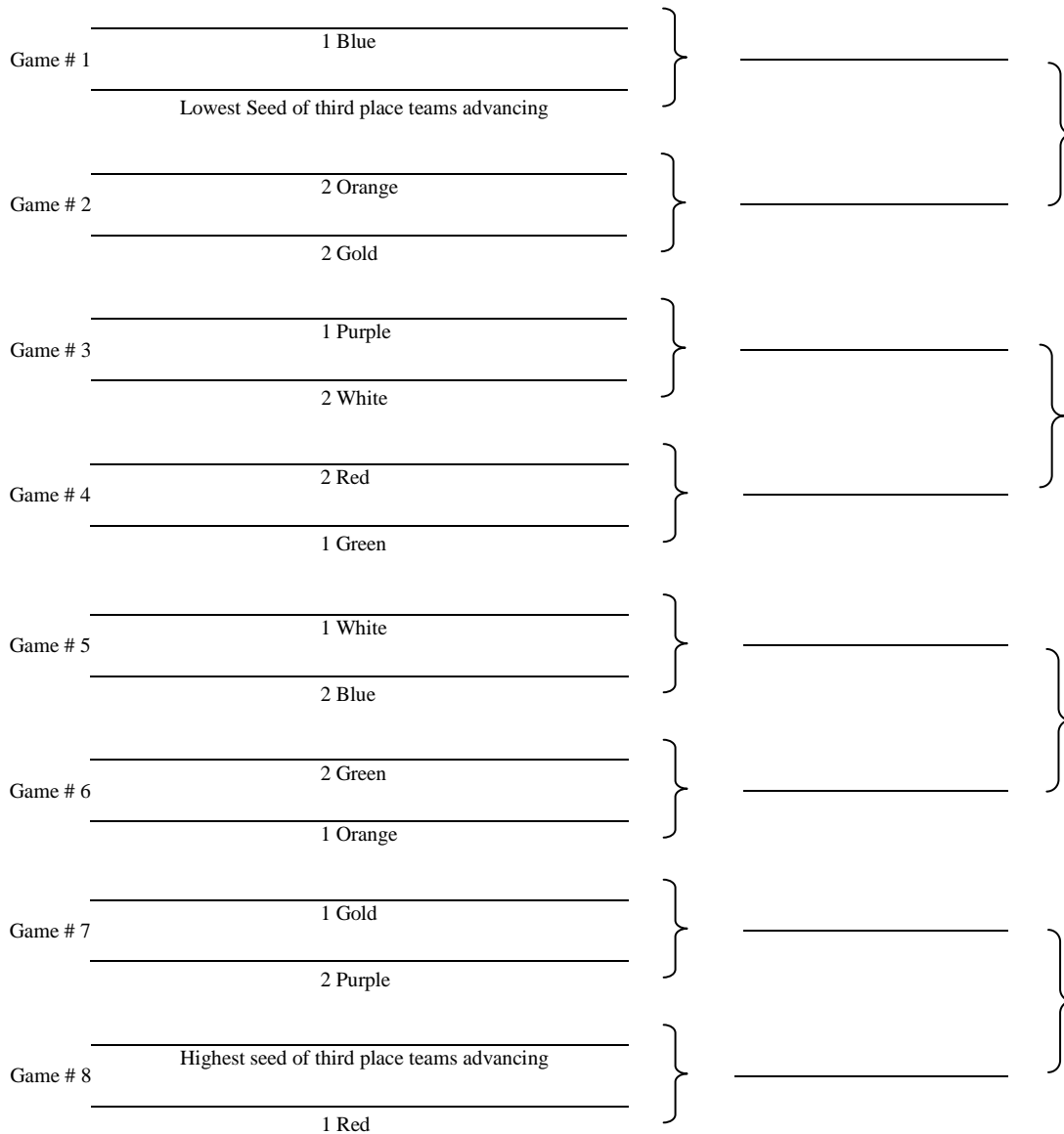
After pool play, the teams will be ranked 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> in each pool, using the "Internal Pool Tie Breaker" methodology in Rule 13(B). The top ranked team in each pool will play for 13<sup>th</sup> place, the two second-place teams for 15<sup>th</sup> place and the two third-place teams for 17<sup>th</sup> place.

\* \* \* \* \*

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 be determined using the "Internal Pool Tie Breaker" methodology described in Rule 13(B). These two teams 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:

- Using the "Companion and External Pool Tie Breaker" methodology described in Rule 13(A), the top two seeds 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 order of finish in the friendship bracket will be determined by use of the "Internal Pool Tie Breaker" methodology as outlined in Rule 13(B).

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

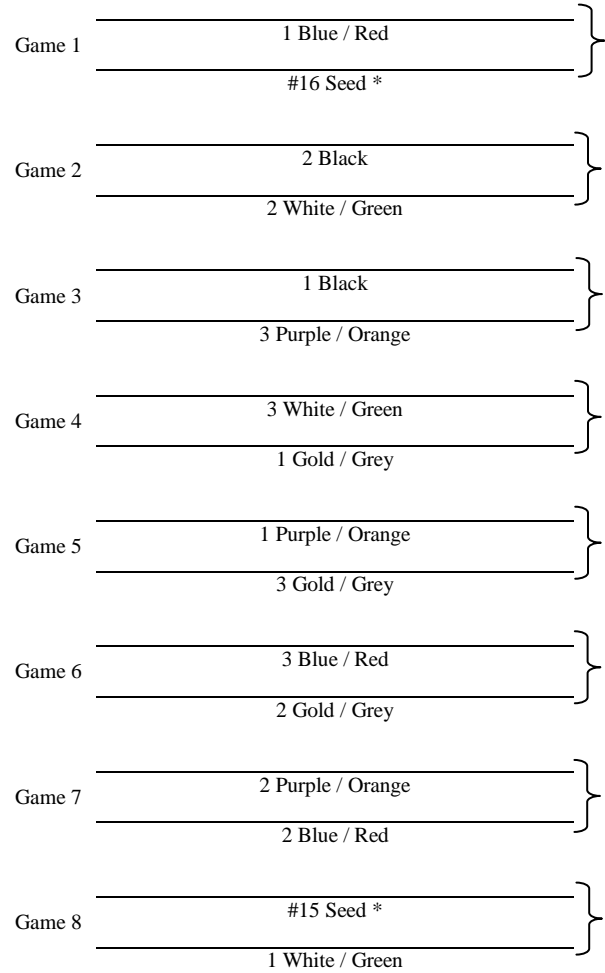


In the 21-team field, all teams play two pool games and four games in the championship, consolation or friendship brackets, for a tournament total of six.

25) **Seeding Teams in Championship and Consolation Brackets in 28-Team Fields.** During the preliminary round of pool play, there will be eight pools of three teams each (Blue, Red, White, Green, Purple, Orange, Gold and Grey) and one pool of four teams (Black). Each team will play three pool games. In the Black Pool, each of these four teams will play each other. The other eight pools of three teams each do not play each other, but rather three teams from a companion pool: the three teams in the Blue Pool play the three teams in the Red Pool, the three teams in the White Pool play the three Green Pool members, Purple v. Orange and Gold v. Grey. After each team completes its three pool games, the six teams within each set of four companion pools are ranked from 1<sup>st</sup> to 6<sup>th</sup> using the "Companion and External Pool Tie Breaker" methodology described in Rule 13(A). Meanwhile, in the Black Pool, these four teams will be ranked from 1<sup>st</sup> to 4<sup>th</sup> using the "Internal Pool Tie Breaker" methodology outlined in Rule 13(B).

After pool play, the top two finishing teams in the Black Pool, and the top three finishing teams in each set of companion pools (Blue/Red, White/Green, Purple/Orange and Gold/Grey) are automatically seeded into the Round of 16 championship bracket. The 14 remaining teams – the four 4<sup>th</sup>, four 5<sup>th</sup> and four 6<sup>th</sup> place finishers in each of the four companion pools, and the 3<sup>rd</sup> and 4<sup>th</sup> place finishers in the Black Pool – are ranked in order of finish, using the Rule 13(A) methodology, so that we have seeds running from #15 to #28. Note that when applying this tie breaker, it is possible for a 5<sup>th</sup> or 6<sup>th</sup> place team in a companion pool or a 4<sup>th</sup> place team in the Black Pool, to get seeded ahead of a higher finishing team in another companion pool, or the 3<sup>rd</sup> place finisher in the Black Pool.

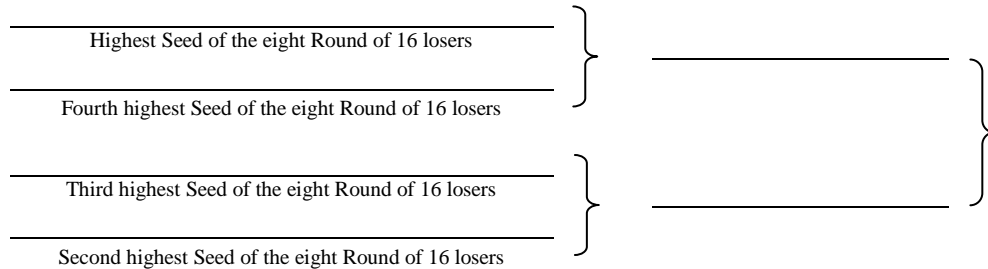
The championship bracket Round of 16 will be formatted as follows for the first game:



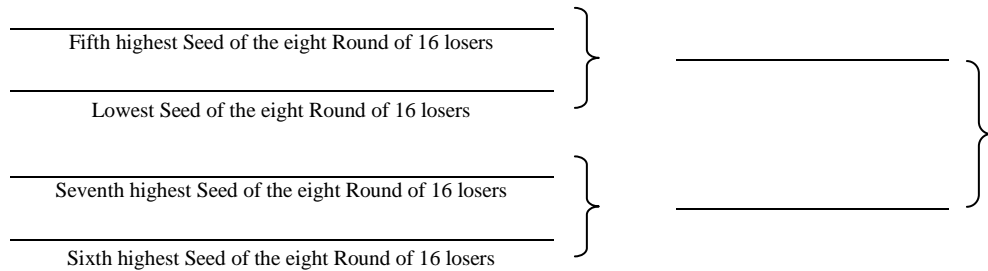
\*Note: For the 2011 6<sup>th</sup> grade boys WSICT, if the #15 or #16 seed comes from the Purple/Orange companion pool, that team will be slotted automatically into Game # 1, even if the other team (#15 seed or #16 seed) comes from the White/Green companion pool re-match. This is being done to eliminate the possibility of a team from the Purple/Orange companion pool being forced to travel from Marathon to Merrill between their last pool game and the first play-off 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:**

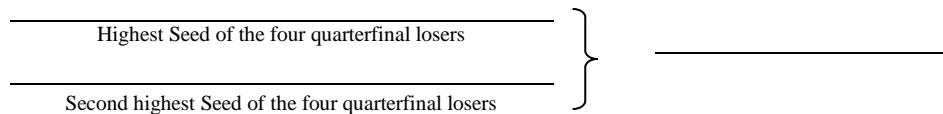


- **13<sup>th</sup>–16<sup>th</sup> place semi-final:**

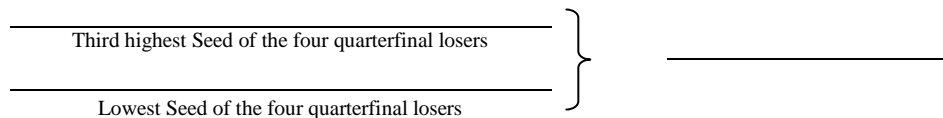


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **Fifth place game:**

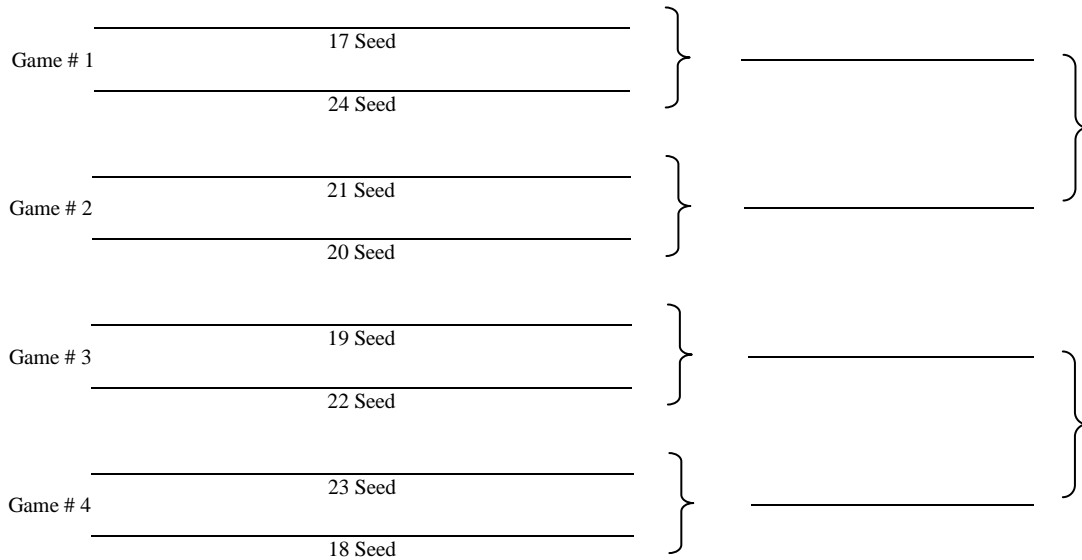


- **Seventh place game:**



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). The Rule 13(A) tie breaker methodology will be used to rank teams after each round of play.

- **Upper Consolation Bracket.** Seeds #17 to #24, as described above, are bracketed into the 17<sup>th</sup>-24<sup>th</sup> place quarterfinal as follows:



- **Lower Consolation Bracket.** Seeds #25 through #28 play each other on a round robin basis for places 25<sup>th</sup>, 26<sup>th</sup>, 27<sup>th</sup> and 28<sup>th</sup>. Rule 13(B) tie breaker procedure will determine the order of finish after this second round of pool play has concluded.

In the championship bracket Round of 16 and the 17<sup>th</sup>-24<sup>th</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 or round robin pool play of initial pool opponents.

In the 28-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 24 teams in this field play six total games -- three in pool play and three post-pool.