



2021 RECRUIT WISCONSIN

Updated 6/22/21

EVENT DATES

Recruit Wisconsin is hosted by 1on1 Milwaukee, Team Wisconsin, Wisconsin Blaze, and Wisconsin Legends on June 28th-30th, 2021

June 28th: (3 games per team) - 11u, 12u, 13u, 14u L2

June 28-30th: (4 games per team) - 14u L1 to 17u L1/L2

GAME DETAILS

Location: Community First Champion Center, 5000 W Champion Dr, Appleton, WI 54913

Games:

Monday - Running clock

(18 minute halves; clock stops last 1 minute of each half)

Tues/Wed - Stopped clock

(16 minute halves; 20+ points lead, clock will run last 4 minutes of 2nd half)

Admission: \$12 per day or \$20 for two days; each team will receive 3 wristbands with their tournament entry fee (2 coaches and 1 scorekeeper)

Awards/Prizes: None. This is a showcase format so there are no division winners. We strive to provide as many competitive games as possible.

We will provide All Star recognition for each division.

Scorers/Timers: Each team is responsible for providing one volunteer to work the table each game.

GAME ORGANIZATION

1. Teams will need to bring their own basketballs for warmups. Game balls will be selected from teams.
2. Home team is listed 2nd in pool play or on the bottom of the bracket and wears light colored jerseys. Some teams only have one set of uniforms; please have your team bring all sets to all games.
3. No more than 2 coaches on the bench and 12 players on a team.
 - a. Coaches sitting on the bench must have a Coaches Wristband! No exceptions.
 - b. Each team will receive 2 coaches wristbands and 1 scorekeeper wrist band.
Wristbands must be worn at all times. Replacement bands are \$15.
4. Each team must supply either an adult clock operator or an adult official scorekeeper for each game. Please have this personnel ready to go prior to scheduled game time.
5. Each team can have only one coach designated to stand during play. All other bench personnel shall remain seated.
6. Players may play on more than one team, but not within the same division.
7. Players may not play down in age, but may play up.
8. Any coach or team given a technical will award the other team 2 points and possession.
9. A team will forfeit a game if they are not on the floor and ready to play at the scheduled start of the game.
10. All referee or tournament director decisions are final.
11. An Athletic Trainer will be on-site at the Community First Champion Center for this event.
12. Please, no carry-ins. The concession stand is open to spectators on the main level of CFCC.
13. All spectators must stay on the upper (main) level of the Community First Champion Center and are not allowed to go down to the lower (court) level. All athletes and coaches can go between the lower (court) and upper (main) level of the Champion Center.
14. **Basketballs:** The officials will choose a basketball from among the warm-up basketballs provided by each team. Players/spectators will not be allowed to dribble on the sidelines or shoot during breaks. Please communicate to your families that no basketballs should be brought into the gym other than what your team will use during warm-ups, and those basketballs should only be used during that time - not in lobby/hallway or during stoppage in play!
15. **Please clean the bench after your game!**

Respect Clause: *We expect positive coaching and an encouraging environment. **There will be Zero Tolerance for foul language or behavior.** We will be swift in handing out technicals and/or removing any coach or spectator from the gym upon any lewd, inappropriate, or demeaning behavior to athletes, coaches and officials. Technicals will be given to teams if any spectators/fans become an issue. The tournament director at the site will settle any disputes. No protests are allowed. We expect all participants to conduct themselves with class, and exemplify the true spirit of our sport through the highest sportsmanship possible.*

RULES

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

GAME LENGTH

Monday, 3 games 18min running clock; stops last 1 min of each half

Tues/Wed, 4 game 16min stop clock; runs last 4 min of 2nd half with a 20 pt lead

Games will not start any more than 5 minutes early due to the live streaming schedule out of respect for spectators and college coaches

WARM-UPS

From conclusion of prior game until scheduled start time (minimum 3 minutes). Games only start early with mutual consent of all parties.

HALFTIME 3 minutes (may be shortened as necessary).

TIMEOUTS

(3) 30-second timeouts. Timeouts do not carry over to overtime, but each team is awarded one timeout for the first overtime only.

FOULS / FREE THROWS

Monday - Players are disqualified on 5th foul;

Tues/Wed - Players are disqualified on 6th foul.

All days - Regular bonus on 7th team foul. Double bonus shot on 10th team foul of each half.

PRESSING / MAN DEFENSE

No pressing if up 20+ points

Monday games: 12u and Under Man defense ONLY; 13-14u No Restrictions

Tuesday & Wednesday games: No restrictions

TECHNICALS

2 points and the ball; player technicals count as personal fouls; if a player or coach receives 2 technicals in a game they are ejected for the remainder of that game. Intentional fouls handled per WIAA rules.

OVERTIME

Monday - One (1) **two** minute max sudden death overtime; first to score wins.

- If tie remains, there will be a shootout: 3 shooters/team, one (1) free throw each.
- Most free throws made wins.

Tues/Wed - First overtime is 2 minutes with stopped clock. Subsequent overtimes are sudden death - first to score (with no timeouts).

TIE BREAK RULES - Between two teams, the winner of head to head competition.

Three teams tie, go strictly by points. Example: Team 1: +12, -8, (+4), Team 2: -12, +6, (-6), Team 3: -6, +8 (+2). Team #1 will be Seed 1. Team #3 will be Seed 2 and Team #2 will be Seed 3. If 2 teams have the same points, then the seed will be determined by head to head between those 2 teams. Points are used in 4 and 5 team pools as well