

2009 High School Elite Invitational Tournament

GAME AND SEEDING RULES

1. **WIAA Rules.** Except as specified below, WIAA game rules will be followed.
2. **Length of Game.** Each game will consist of four, eight-minute periods per WIAA rules. There will be no running clock at any time. There will be a one-minute break between each period, whether in regulation or in overtime. The one exception will be between the second and third period, where there will be a five minute (“halftime”) break.
3. **Time-Outs.** Each team will get one 30-second and one 60-second time-out in each half. Each team will get one 60-second time-out in each overtime period. Unused time-outs cannot be carried over from the first half to the second half, from the second half to the first overtime period, or from one overtime period to another.
4. **Overtime.** If a game is tied at the end of regulation, the teams will play one two-minute overtime. During tournament pool play, during all consolation bracket games and during those championship bracket games where the winning team of the game in question is **not** still in the running to take 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 1st place in that Division, the teams will continue to play full two-minute overtime periods until the game is decided (pool games are not considered to be in the “championship bracket”). In championship bracket games, if after any given full overtime period, the competing coaches decide to use the three-point sudden death rule, they can do so, but only if both are in agreement before the next overtime period starts. There will be a jump ball at the beginning of each overtime period.
5. **Game Time.** Generally speaking, all games will start at their published time, unless the previous game is not completed on time. The one exception is if it’s late in the day and both teams are present and ready to play, these games can start before the published time, so long as no team is forced to do so before they are ready. Where the tournament is running behind schedule, only 5 minutes of warm-up time will be allotted to the participants in the next game, unless one of the teams in that next game is playing their first game of the day, in which case there will be a ten minute warm-up period.
6. **Practice Balls.** Each team is responsible for bringing its own warm-up balls. These will not be provided by tournament organizers.
7. **Rosters.** Only players enrolled in a given high school for the 2009-2010 academic year can play for that high school’s team. Graduating seniors (Class of 2009) and other “alums” are not allowed to play in the HSEIT.
8. **Tie Breakers Within a Pool.** In pool play, which team finishes in which place within that pool will first be determined by the team’s overall record within the pool. Where two teams within a pool tie with identical records, if those two teams played each other, the tie will be broken with the team that won the head-to-head game prevailing. Where two teams tie in a pool and those teams

did not play each other, or where three or more teams tie, the tie will be broken by a point system. Each team will earn (or lose) points based on how they fared in each game against each pool opponent. A team losing a game by 7 will receive a -7 score. A team winning a game by 11 points will receive a +11 score. All plus and minus points will be capped at 15 so that no team has an incentive to run up the score (past 15 points) on a weaker team. If two or more teams remain tied after the tie breaker is applied, the team that gave up the fewest points in pool play (i.e., total defensive points) wins the tie breaker. If two or more teams are still tied with an equal number of defensive points given up in pool play, the team that scored the most points in all pool games combined, wins the tie breaker. If, at any point in the seeding process where three or more teams were originally tied, but after applying one or more of the tie breaker options outlined above, only two teams that played each other in pool play remain tied, the winner of the head-to-head game between those two teams will win the tie breaker. The last tie break is a coin toss.

9. **Seeding Teams Into Play-off Brackets.** In all four divisions, it is very possible that two teams that played each other during the pool round are initially slotted to play each other in the first round of play-offs. Where that happens, such match-ups will be adjusted (if at all) as follows:
- When placing teams in the 1st-8th place Division 1 quarterfinals, as well as the Division 2 and 3 Rounds of 16, there is only one situation where two companion poolmates could potentially play each other – in every other case, it is not possible for there to be pool play re-matches. The exception is the one 6th place team that wins the tie breaker against the two other 6th place finishers to advance to the Championship bracket Round of 16. If the team that finishes in that sixth spot is from the Blue/Red companion pool and played the winner of the Blue/Red companion pool in pool play, then the 6th place finisher in the Blue/Red companion pool will move from Round of 16 Game 1 to play the winner of the White/Green companion pool in Round of 16 Game 8. Under this scenario, the 5th place finisher in the Purple/Orange companion pool would then move to Game 1 to play the winner of the Blue/Red companion pool. If the 6th place and 1st place finishers in the Blue/Red companion pools both come out of the same pool (Blue or Red) and, therefore, did not play each other in companion pool play, the switch outlined above will not be made.
 - In Division 4, for the 1st to 8th place quarterfinals, if the seeding process produces a re-match between pool opponents, there will be no modification of the formula seeding, even if doing so would eliminate the re-match between pool opponents.
 - However, in Division 4, for the 9th-16th place quarterfinals, if a re-match between pool opponents can be avoided, the seedings will be modified accordingly. The rationale for making an adjustment in the 9th-16th quarterfinals, but not doing so in the 1st-8th place quarterfinals, is that we don't want a team still vying for the tournament championship to get a theoretical break on strength of opponents in the Championship bracket play-offs, just because two of the teams met in pool play. In the 9th-16th bracket, where the tournament championship is no longer on-the-line, we'd rather focus on diversity of opponents.
 - In Division 4, the six teams that are seeded #17 through #22 after pool play, will play three games each post-pool against three of the other five teams in this grouping. Pairings in these games will be subjectively determined by tournament organizers to: 1) avoid a re-match of opponents from pool play and 2) allow for the most geographic diversity possible (i.e. avoid match-ups between two teams from neighboring communities).