

2009 Wisconsin State Invitational Championship Tournament (“WSICT”)
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

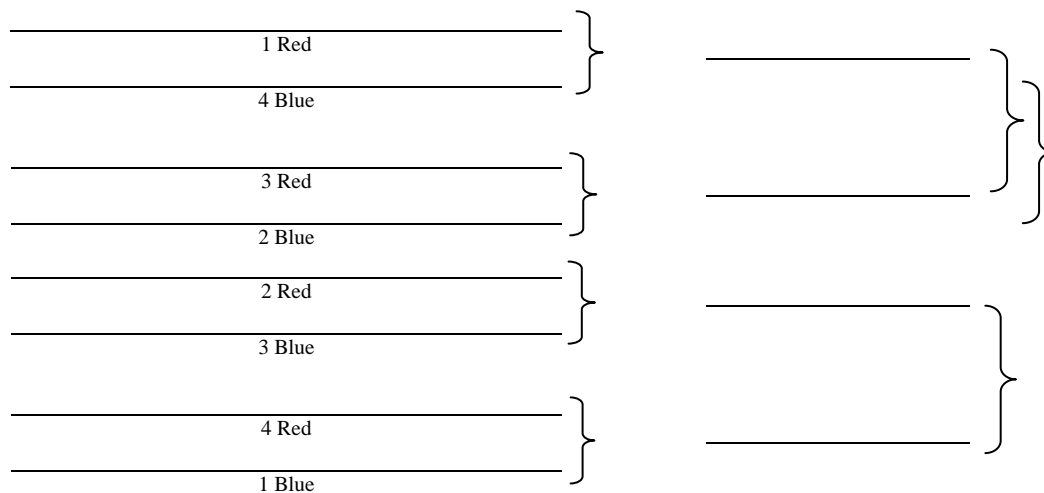
positive tie breaker total) increased proportionately to those earned in its other two (or three) pool games. For a team with a negative tie breaker total in its other two games, the forfeit will be recorded as a 2-0 score, with a +2 score added to the tie breaker total.

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.

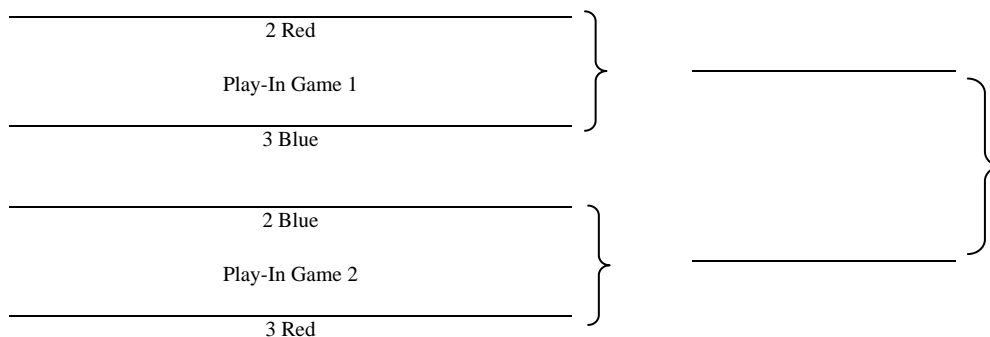
- 14) **Seeding Teams in Championship and Consolation Brackets in 8-Team Fields.** In this format, teams will be put into two pools of four teams. After pool play, all eight teams will be in the quarterfinals of the championship bracket, as follows:



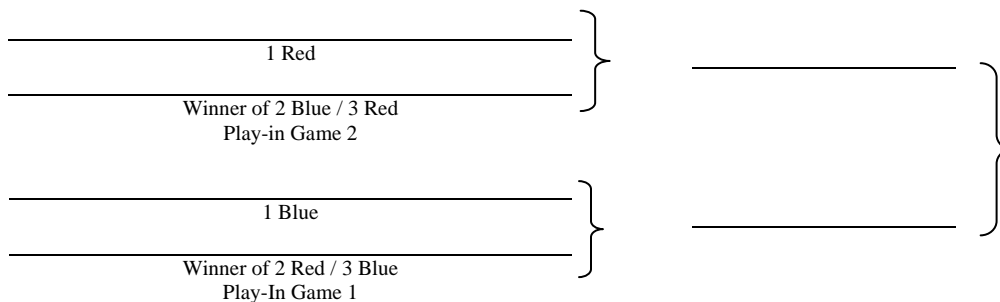
In this format, pool play does not eliminate any team from the championship round; pool play only determines seeding in the championship bracket. All teams will still play six total games – three in pool and three in the tournament round.

- 15) **Seeding Teams in Championship and Consolation Brackets in 10-Team Fields.** In this format, pool play consists of four games against each of the other teams in a five-team group. There will be two groups of five teams each in this ten-team field. Since this field has a total number of teams not divisible by four, two teams will play seven games in order to guarantee that all other teams play the tournament minimum of six. For this reason, and to allow for the possibility that the pools are not evenly-balanced by ability, the two second and two third place teams will have a play-in to the championship semi-finals. The championship and consolation bracket play after pool games are completed will then be formatted as follows:

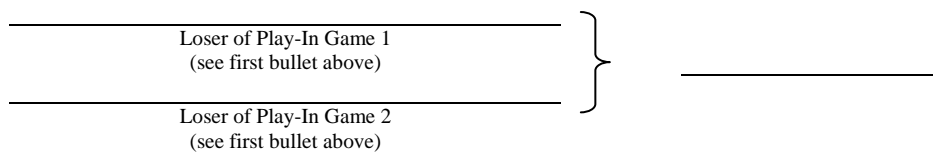
- The championship bracket “play-in” game will include these teams:



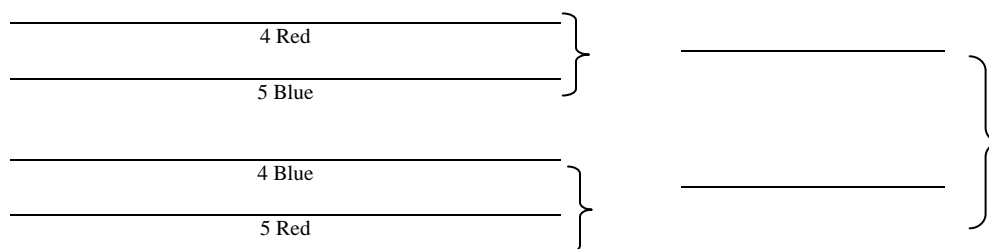
The winners of the two play-in games described above will advance to the championship bracket semi-finals. These two teams will play three total games after pool play, for a tournament total of seven (all other teams will play a total of six games in the WSICT):



- The consolation championship game (5th/6th place) game will include the following two teams:



- The semi-final game for places 7 through 10 will be structured as follows:



16) **Seeding Teams in Championship and Consolation Brackets in 12-Team Fields.** Tournament organizers will use two alternative methods to format a 12-team field. The primary consideration in determining which format to use in a given situation will focus on geographic considerations. Where the field is geographically diverse, Option A will generally be used. Option B will be used primarily in those circumstances where a large number of teams from one or more areas would otherwise cause pool match-ups with neighboring communities. For the 2009 WSICTs, the tournaments listed will utilize the following formats:

Option A: None

Option B: 5th grade boys

Option A: When selecting teams from three, four or five-team pools to play in a championship or consolation bracket, the points described below in this Item #16 will determine who advances to which bracket. When dealing with an 8, 10, 15, 16, 18, 20, 24 or 32-team field, this is fairly simple, because we will always take exactly the same number of teams out of each pool to advance to the brackets at the next level. However, when taking teams out of a 12-team field (as well as a 14, 21, 22, 28, 36 or 39-team field), we will not take the same number of teams out of each pool for each bracket. In a 12-team field, eight teams will play in the championship bracket and four in the consolation bracket. The four teams in the consolation bracket will play each other on a round robin basis.

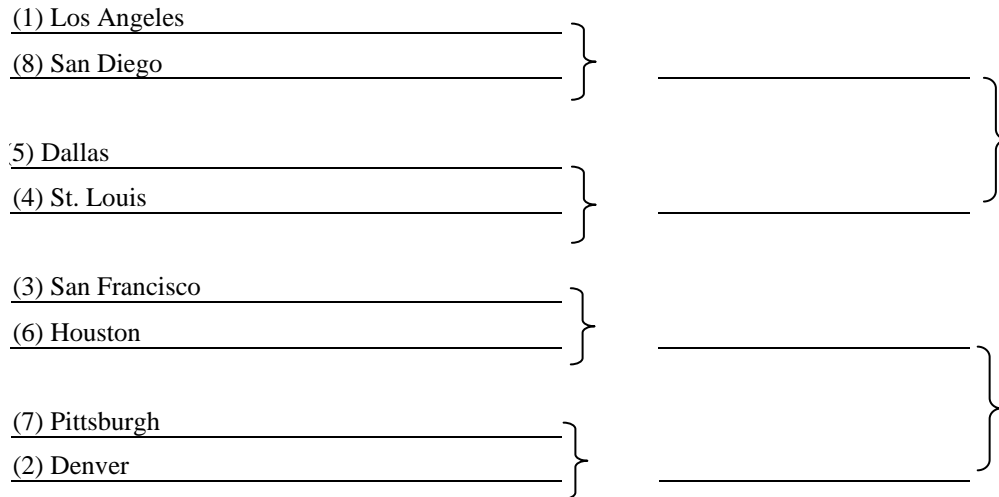
In this 12-team field, we will take the top two finishers (as described in Item #13 above) out of each pool, and the two third place teams with: 1) the best record, where the records are the same, 2) the most tie breaker points and, if still tied, 3) the fewest defensive points given up to pool opponents. (the remaining four teams go to the consolation bracket). Where two or more finishers from different pools have the same pool record and pool tie breaker points (e.g., 3-0 and +45), the team that gave up the fewest points to other teams in pool play (i.e., “defensive points”) will win the tie breaker. Once an eight-team championship bracket is set, it is possible for a lower-placed team to get seeded ahead of a higher-placed team in each respective bracket. In other words, when selecting who is in the championship bracket, 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 bracket are selected, we disregard what place a team finished in its pool and look first to record, and then to tie-breaker points earned.

To better explain how the final round pairings will be made for 12-team divisions, assume the following pool results, with win/loss records listed first, followed by net points. See Item #13 above to see how these records and tie breaker points will be adjusted if there are any forfeits.

<u>Blue Pool</u>		<u>Red Pool</u>		<u>Green Pool</u>	
Los Angeles	3-0 (+41)	Denver	3-0 (+39)	San Francisco	2-1 (+20)
Houston	1-2 (-8)	Dallas	2-1 (+3)	St. Louis	2-1 (+16)
New York	1-2 (-15)	San Diego	1-2 (-9)	Pittsburgh	2-1 (+8)
Chicago	1-2 (-18)	Seattle	0-3 (-33)	Phoenix	0-3 (-44)

- The championship bracket in the quarterfinal round will be formatted as follows: When selecting the eight teams to go in the championship bracket from a 12-team group, we first take all the first place teams (Los Angeles, Denver and San Francisco) and all the second place teams without regard for win/loss records (Houston, Dallas and St. Louis). We then take Pittsburgh, because it has a better win/loss record than New York and San Diego. Finally, we take San Diego over New York for our eighth spot, because San Diego has a higher point total.

Using the above example, when deciding who plays whom and in what bracket in the championship round, one of our guidelines is to make sure that teams that have already played each other in pool play won't play again in the next round. For example, we'd pair the eight-team championship bracket as follows:



The rationales for these pairings are as follows:

- Los Angeles and Denver, as the only 3-0 teams, are put in opposite sides of the brackets to set up a potential final round showdown. Los Angeles is the #1 seed and Denver the #2 seed because L.A. has more points than Denver.
- San Francisco (+20) gets the third seed (the most points of the 2-1 teams – not automatically because it's the other first place team), paired to play #2 Denver (+39) rather than #1 Los Angeles (+41) in the second round.
- St. Louis (+16) gets the fourth seed (second most points of the 2-1 teams), paired to play #1 seed Los Angeles (+41) in the second round.
- Pittsburgh (+8), even though it finished third in its pool, should get the next spot because it is 2-1 and has more points than Dallas. However, since we don't want them to play St. Louis (if they were seeded #5) or San Francisco (if they were seeded #6) from their pool, they are given the #7 seed and are paired against Denver in the next round.
- Dallas (+7) then gets the #5 seed and plays against St. Louis (+16).
- While San Diego (-9) would otherwise be entitled to the #6 seed and would normally draw San Francisco (+20), to do so would force Houston to play pool-mate Los Angeles in the next round. As a result, San Diego is paired against Los Angeles as the #8 seed and Houston draws San Francisco with the #6 seed.

Option B: During the preliminary pool play round, there will be four pools of three teams each. Unlike pool play in most fields, in this 12-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. After each team completes its three pool games, the six teams within each set of companion pools are ranked from 1st to 6th based on: 1) record, 2) tie-breaker points, and 3) defensive points (i.e. points given up to the opposing teams in pool play).

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

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

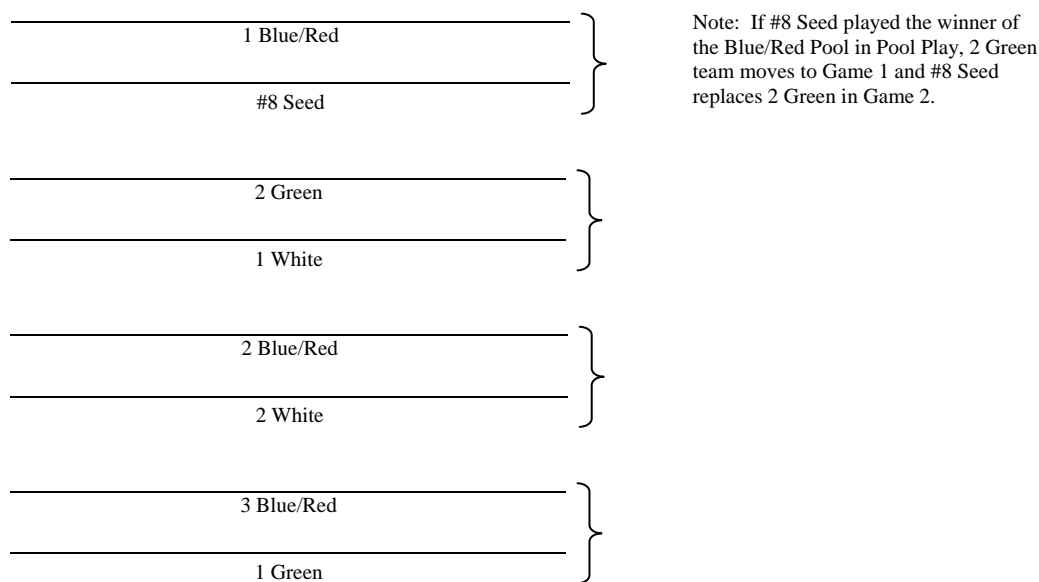


- **Consolation Bracket.** The four consolation bracket teams compete for places 9 through 12 by playing each other on a round-robin basis.

- 17) **Seeding Teams in Championship and Consolation Brackets in 14-Team Fields.** During the preliminary round of pool play, there will be two pools of three teams each (Blue and Red) and two pools of four teams each (White and Green). All teams will play three pool games. In the White and Green Pools, each team will play the other three teams in its pool. The three teams in the Blue and Red Pools, instead of playing each other, play the three teams in the companion pool (i.e. Blue Pool teams versus Red Pool teams).

The teams finishing in the top half of each pool advance to the 1st–8th place championship bracket quarterfinals (top three of six from Blue/Red Companion Pools and top two of four from the White and Green Pools). The remaining seven teams are seeded from #8 to #14 based on: 1) record 2) tie-breaker points and, where still tied, 3) least defensive points (i.e. points scored by opponents in pool play). The #8 seed joins the 1st–8th place quarterfinal field, while the #9 and #10 seeds are placed in one of two 9th–14th place three-team pools, where each team plays each poolmate. Seeds #11, #12, #13 and #14 are not re-pooled to a pre-determined spot in a given 9th–14th place pool, but are rather subjectively placed to limit the chance of re-playing a team they played in original pool play or a geographic neighbor. After pool play in the 9th–14th place consolation bracket, the top two finishing teams in each pool play for 9th place, the two 2nd place finishers for 11th place and the two 3rd place finishers for 13th place. Every team in this division plays exactly six total games in the tournament.

The 1st–8th place quarterfinals will be formatted as follows for the first round of the play-offs:



The 9th–14th place consolation bracket will be made up of two pools as follows:

<u>Pool A</u>	<u>Pool B</u>
#9 Seed	#10 Seed
Team #1	Team #2
Team #4	Team #3

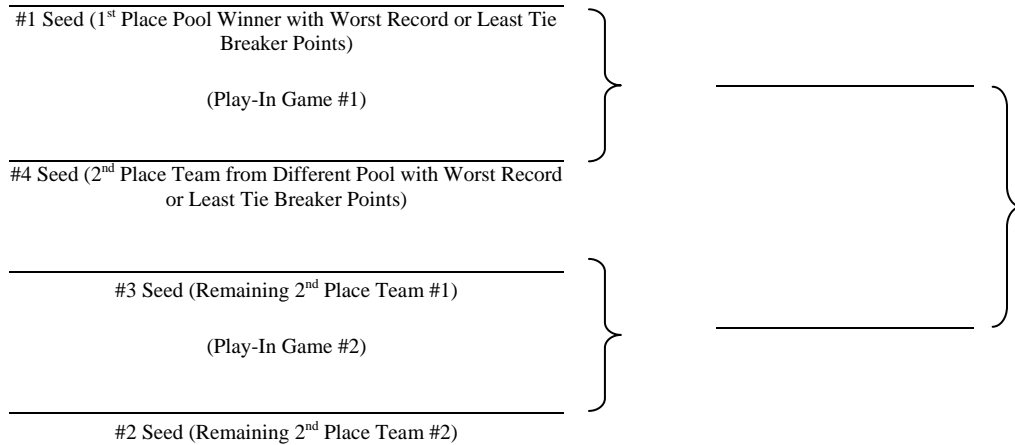
18) **Seeding Teams in Championship and Consolation Brackets in 15-Team Fields.** In this format, teams will be put into three pools of five teams each, with each team playing four pool games.

- Championship Bracket.** Six teams – the top two from each pool – will advance to the championship round. If all three pool winners have the same record in pool play, the two pool winners with the most tie breaker points are automatically slotted into the championship bracket semi-finals. Where two or three teams from different pools have the same record and same number of tie breaker points (e.g., 4-0 and +60), the team that gave up the fewest points to other teams in pool play (i.e., “defensive points”) will win the tie breaker. If the three pool winners have different records, when deciding which two teams advance immediately to the semi-final bracket, we look first at record and then at tie breaker points. (For example, assume: Blue pool winner is 4-0 with +51 points, Red pool winner is 4-0 with +25 points, and White pool winner is 3-1 with +32 points. The Blue and Red pool teams advance automatically to the semi-finals and the White pool team, because of its poorer record goes to the play-in game described below.) The remaining four teams (the first place pool winner with the poorer record or the least number of tie breaker points and the three 2nd place teams), have play-in games, with the two winners advancing to the semi-finals, and the two losers playing for fifth and sixth place. In the two play-in games, the first place team with the worst record or the least points plays whichever second place team has: 1) the worst record or 2) the least tie breaker points and is not from that first place team’s pool, with the winner playing the first place pool team with the second best record or second most tie breaker points in the semi-final. The winner of the other play-in game between the remaining two 2nd place teams, advances to the semi-final to play the first place team with the best record or most tie breaker points. Note that the winners of the two play-in

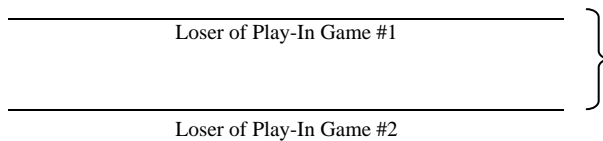
games play a total of seven games in the tournament. Also, it is possible for two teams from the same pool to play each other in the semi-finals.

The championship bracket for the 15 team fields, then, will be formatted as follows:

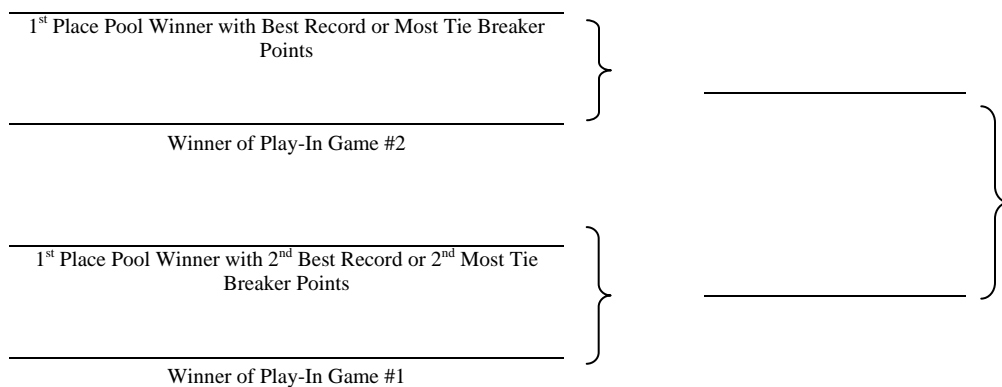
- **First Round Play-In Games**



- **5th Place Game**

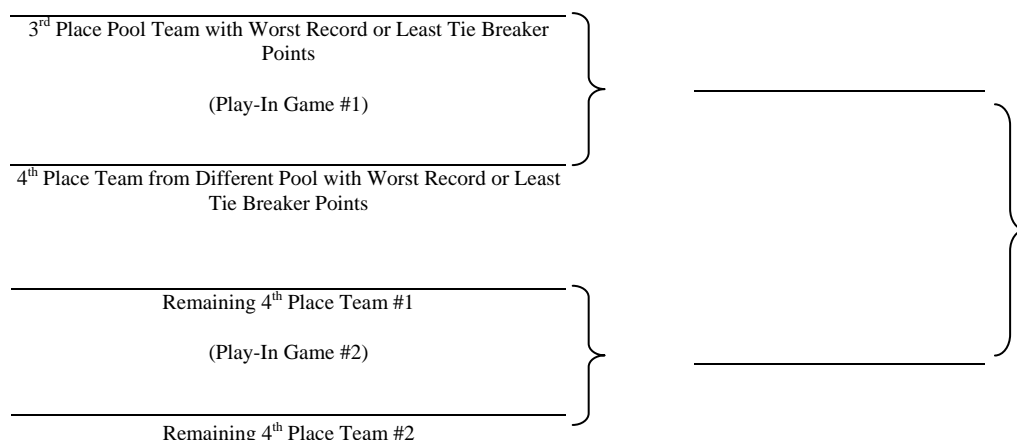


- **Championship Semi-Finals**

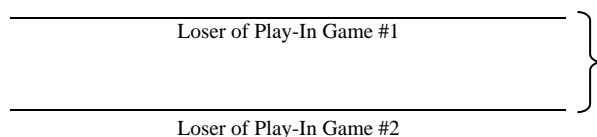


- **Consolation Bracket.** Six teams – the third and fourth place teams from each pool – will advance to the consolation round. The pairings in the consolation bracket are patterned exactly after those in the championship bracket, except that the teams are playing for places 7 (consolation championship) to 12.

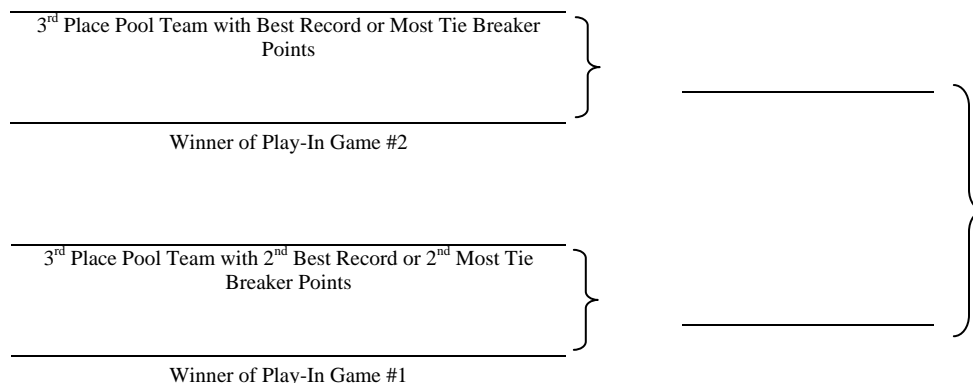
- **First Round Play-In Games**



- **11th Place Game**



- **Consolation Championship Semi-Finals**



- **Friendship Bracket.** The three last place teams from the three pools play each other on a round-robin basis for places 13, 14 and 15.

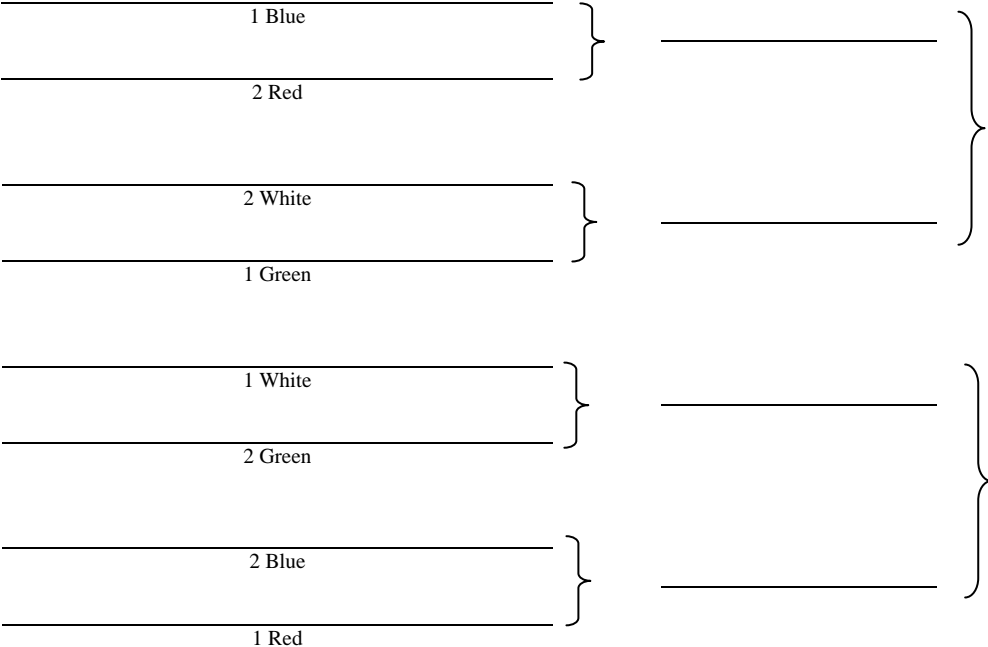
19) **Seeding Teams in Championship and Consolation Brackets in 16-team Fields.** Tournament organizers will use two alternative methods to format a 16-team field. The primary consideration in determining which format to use in a given situation will focus on geographic considerations. Where the field is geographically diverse, Option A will generally be used. Option B will be used primarily in those circumstances where a large number of teams from one or more areas would otherwise cause pool match-ups with neighboring communities. For the 2009 WSICTs, the tournaments listed will utilize the following formats:

Option A: None

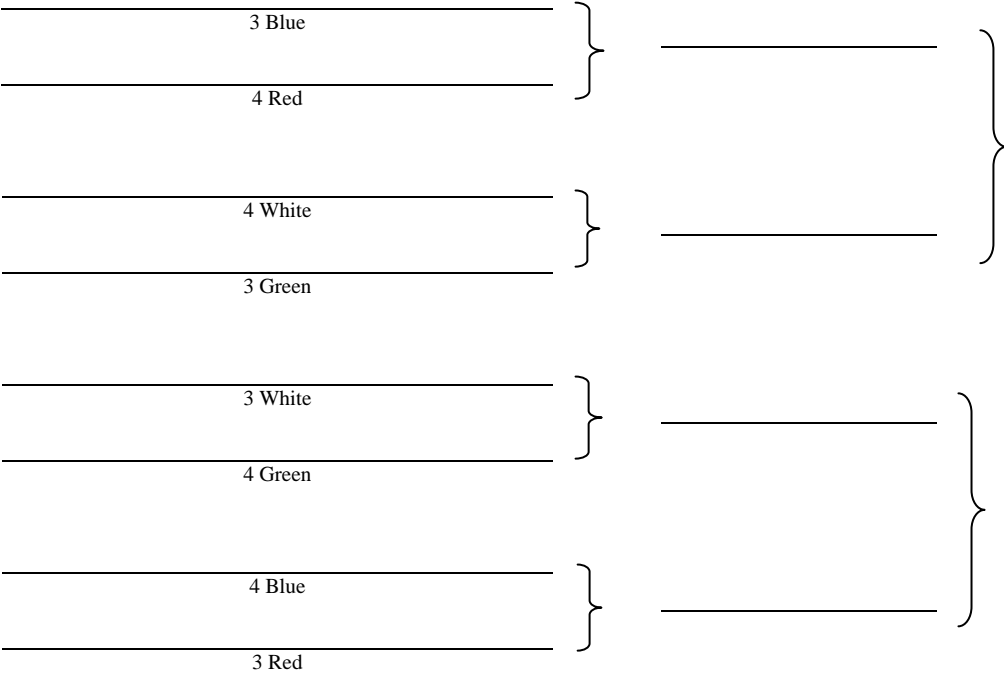
Option B: 5th grade boys and 7th grade girls

Option A: During the preliminary pool play round, there will be four pools of four teams each. After pool play is completed, the top two teams from each pool will advance to an eight-team championship bracket, and the third and fourth place teams from each pool will be slotted in an eight-team consolation bracket. All teams play three consolation or championship bracket games, for a tournament total of six games.

- The championship bracket in the quarterfinal round will be formatted as follows:

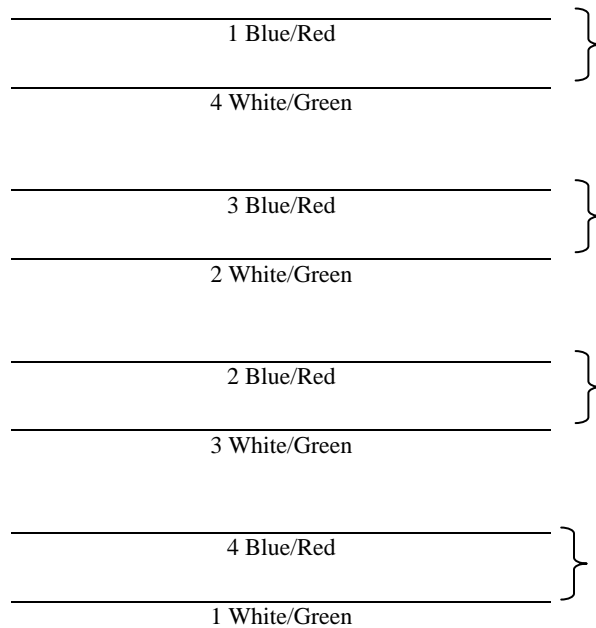


- The consolation bracket in the quarterfinal round will be formatted as follows:



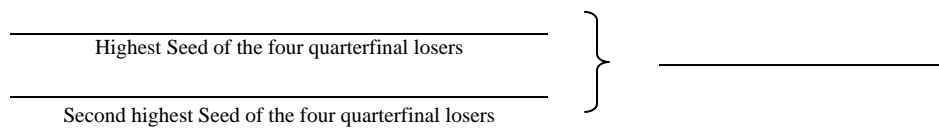
Option B: During the preliminary pool play round, there will be four pools of four teams each. Instead of playing each other, each pool member plays the four teams in a companion pool. Blue Pool members play Red Pool teams and White Pool members play Green Pool teams. After pool play is completed, the eight teams in each set of companion pools are ranked from #1 to #8 based on: 1) record, 2) tie-breaker points and, where still tied, 3) least defensive points given up in pool play. The top four teams from each set of eight-team companion pools are seeded into the championship bracket quarterfinals. The 5th and 6th place teams in each eight-team companion pool are seeded into the 9th–12th place semi-finals. The 7th and 8th place teams from each set of companion pools are seeded into the 13th–16th place semi-finals.

The championship bracket quarterfinals will be formatted as follows for the first game:

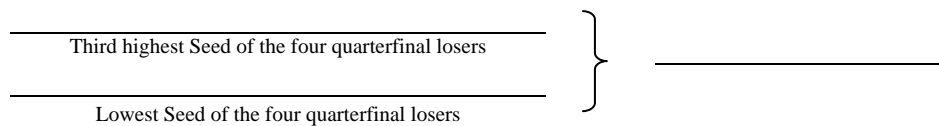


After the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

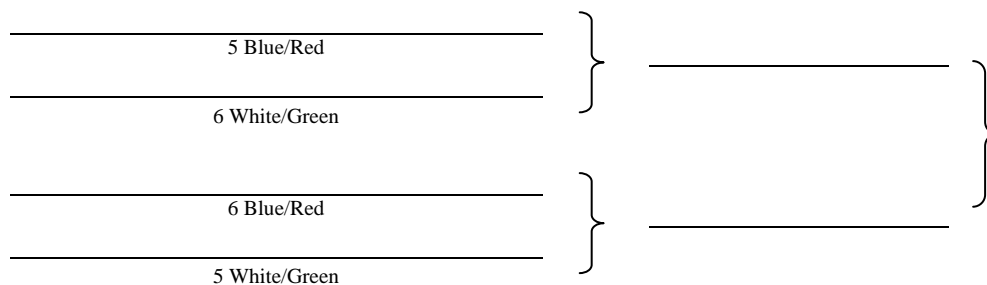
- **Fifth place game:**



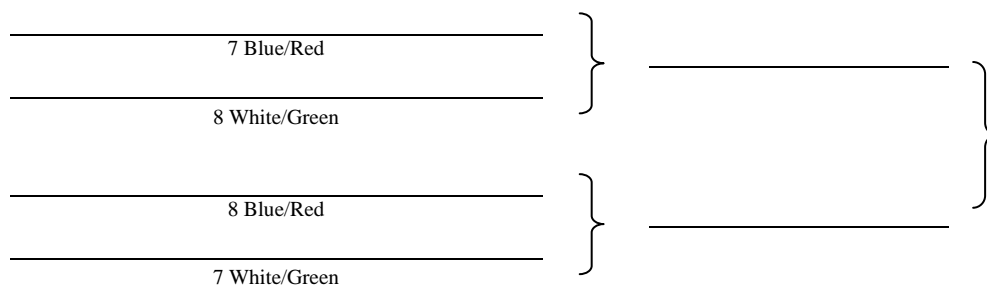
- **Seventh place game:**



The 9th–12th place semi-final will be formatted as follows:



The 13th–16th place semi-final will be formatted as follows:



In this 16-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 12 teams in this field play six total games – three in pool play and three post-pool.

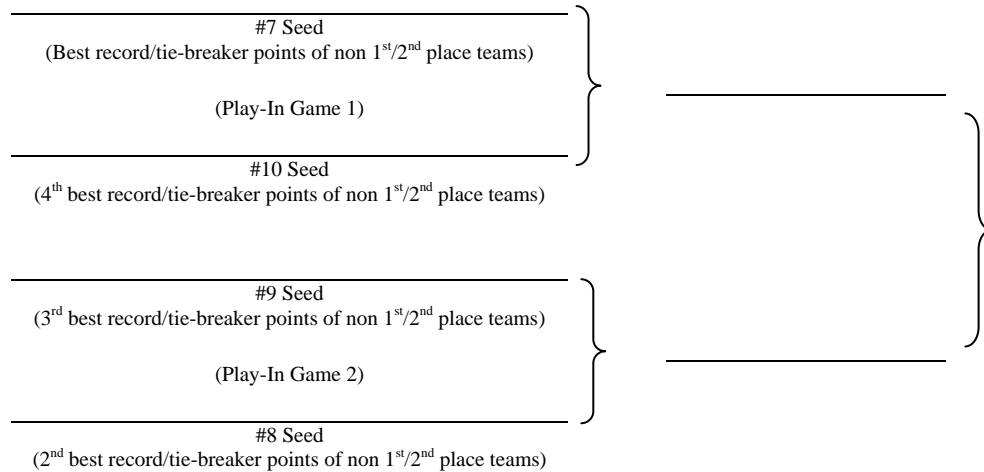
- 20) **Seeding Teams in Championship and Consolation Brackets in 18-Team Fields.** During the preliminary pool play round, there will be six pools of three teams each. Unlike pool play in most fields, in an 18-team field, pool members do not play each other. Instead, they play the three members of a 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 1st to 6th based on: 1) record, 2) tie-breaker points, and 3) defensive points (i.e. points given up to the opposing teams in pool play).

The twelve teams that finished 3rd, 4th, 5th and 6th in each set of six-team companion pools are then mixed together and seeded from #7 to #18 using the same process described above. When ranking teams from #7 to #18 between pools, where each team finishes in its pool is irrelevant when ranking it relative to a team in another pool (in other words, a 4th place team in one pool could be seeded ahead of a 3rd place team in another pool if it has the same record, but more tie-breaker points). When applying these ranking criteria, if there is a two-way tie and the two teams played each other during pool play, head-to-head results will take priority over criteria #2 and #3 (but not criterion #1).

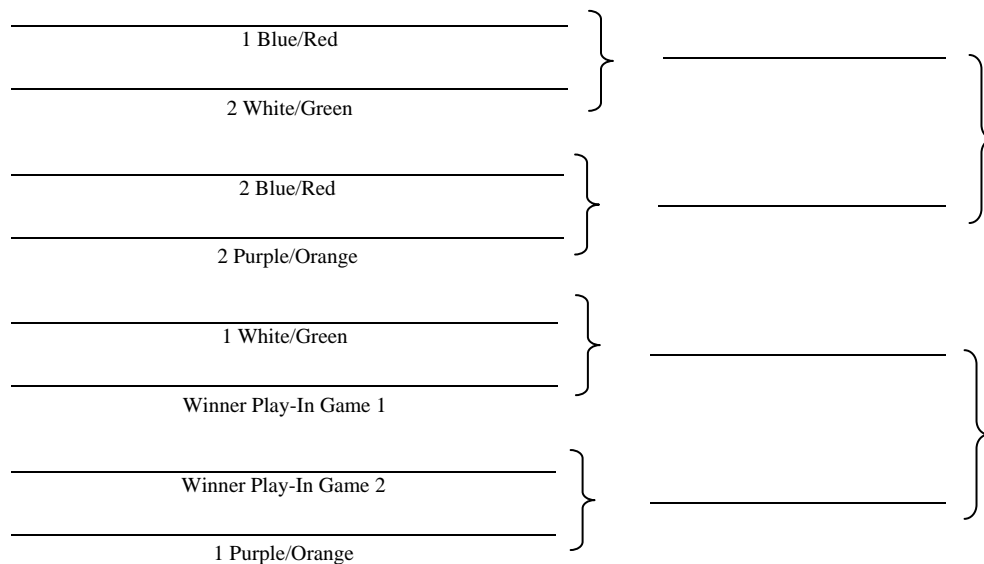
- **Championship Bracket.** The top two teams in each six-team set of companion pools automatically advance to the 8-team championship bracket. Meanwhile, the #7, #8, #9 and #10 ranked teams in the field after pool play, participate in a play-in game to the championship bracket, with the two winners advancing to the championship bracket and the two losers moving to the upper consolation bracket. 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 #7, #8, #9 and #10 seeds, who play a total of seven games.

When determining the pairings for the two play-in games, the #7 seed will play the #10 seed, and the #8 seed will play the #9 seed, unless this results in two teams playing each other who already played in pool play. For example, let's assume that original seeds #7 and #10 played each other in pool play. In this case, original seeds #9 and #10 would switch play-in seeds to avoid a re-match (i.e., #7 v. #9 and #8 v. #10).

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



- The championship bracket quarterfinals will be formatted as follows:



- Upper Consolation Bracket.** The four upper consolation bracket teams compete for places 9 through 12 by playing each other on a round-robin basis.
- Lower Consolation Bracket.** The six teams seeded #13 through #18 will play three more games in a six team 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. After pool play, the top two ranked teams in each pool will play for 13th place, the two second-place teams for 15th place and the two third-place teams for 17th place.

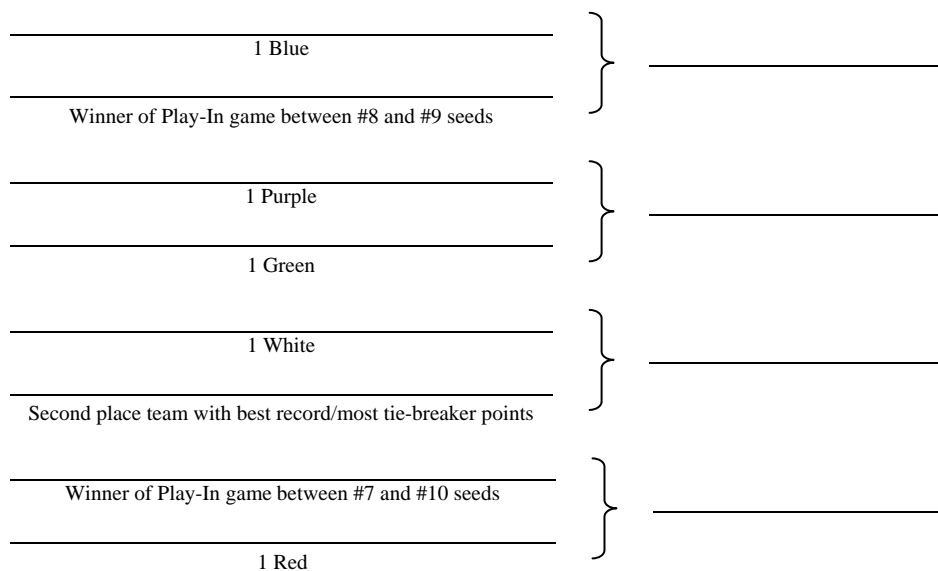
When creating the pools in the 13th–18th place lower consolation bracket, the #13 and #14 seeds are placed in two separate 13th–18th place pools of three. The #15, #16, #17 and #18 seeds are subjectively placed, two each, in these two pools, to: 1) best avoid pool re-matches and 2) maximize geographic diversity.

21) **Seeding Teams in Championship and Consolation Brackets in 20-Team Fields.**

- **Championship Bracket.** Six teams will automatically advance to the championship bracket – the five pool winners and the one second place team with the most tie breaker points as described in Item #13 above. The remaining four second place finishers will each participate in a play-in game, with the two winners advancing to the championship bracket quarterfinals and the two losers moving on to the consolation bracket quarterfinals. These four second-place teams, as a result of the play-in games, will play a total of seven games in the tournament.

At the 2004 WSICT, the pairings in the championship bracket quarterfinal were seeded after pool play, with seeds based on record and tie-breaker points. This process was quite confusing and rewarded teams that inadvertently came out of weaker pools. Starting with the 2005 WSICT, all quarterfinal match-ups will be pre-determined based on who finishes first in each pool. For all 7th and 8th grade WSICTs where a 20-team field is utilized, the top finishing team from the previous year’s WSICT will be placed in the Blue Pool, the second highest ranking team in the Red Pool, the third in the White Pool, etc. For 6th grade WSICTs, tournament organizers will subjectively rate the perceived top teams based on anecdotal evidence. As a result of this approach, the Blue and Red Pool winners will draw as their quarterfinal opponents the two play-in game winners.

The quarterfinal pairings in the championship bracket will be as follows:

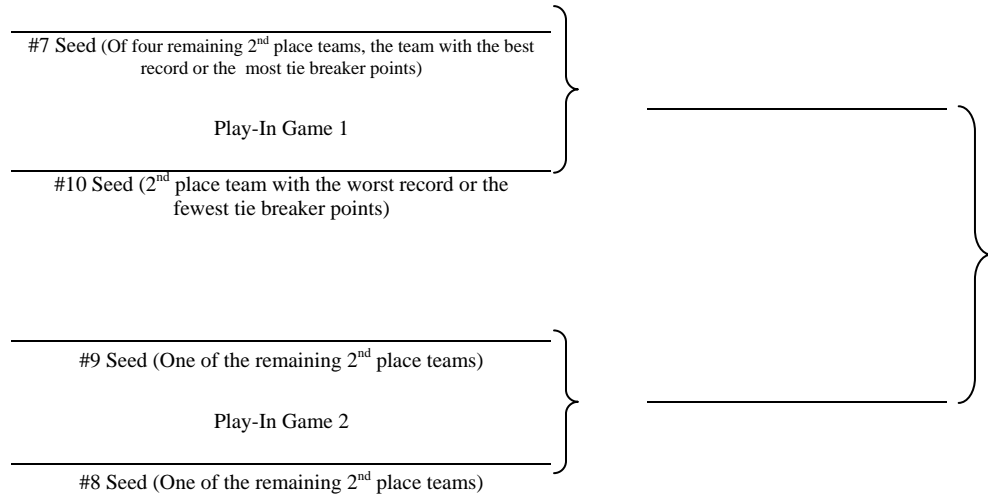


Please note the following:

- If the one second-place team that automatically advances to the championship bracket quarterfinal comes from the White Pool, that team will instead play the winner of the Green Pool, and the winner of the Purple Pool will play the winner of the White Pool.

- If one or both play-in game winners gets re-matched with the winner of the Red and/or Blue Pool in the first round of the championship bracket quarterfinals, no adjustment will be made. As a result, it is possible for Red and Blue poolmates to have a re-match in the championship bracket quarterfinals. While this result may appear to be logically inconsistent with other adjustments made throughout these rules, communicating adjusted pairings would be very difficult given the timing of the play-in games relative to the start of quarterfinal play. The two play-in games are viewed as the beginning of championship bracket play – not the start of the quarterfinals.
- **Championship Bracket Play-In games.** These games will be formatted as follows:

First Round Play-In Games



- **Consolation Bracket.** The consolation bracket will consist of the following eight teams:
 - The two 2nd place teams that lost the championship bracket play-in games.
 - All five 3rd place teams.
 - The fourth place team with the 1) best record, 2) the most tie breaker points, and 3) if still tied, the team that gave up the least defensive points in pool play.

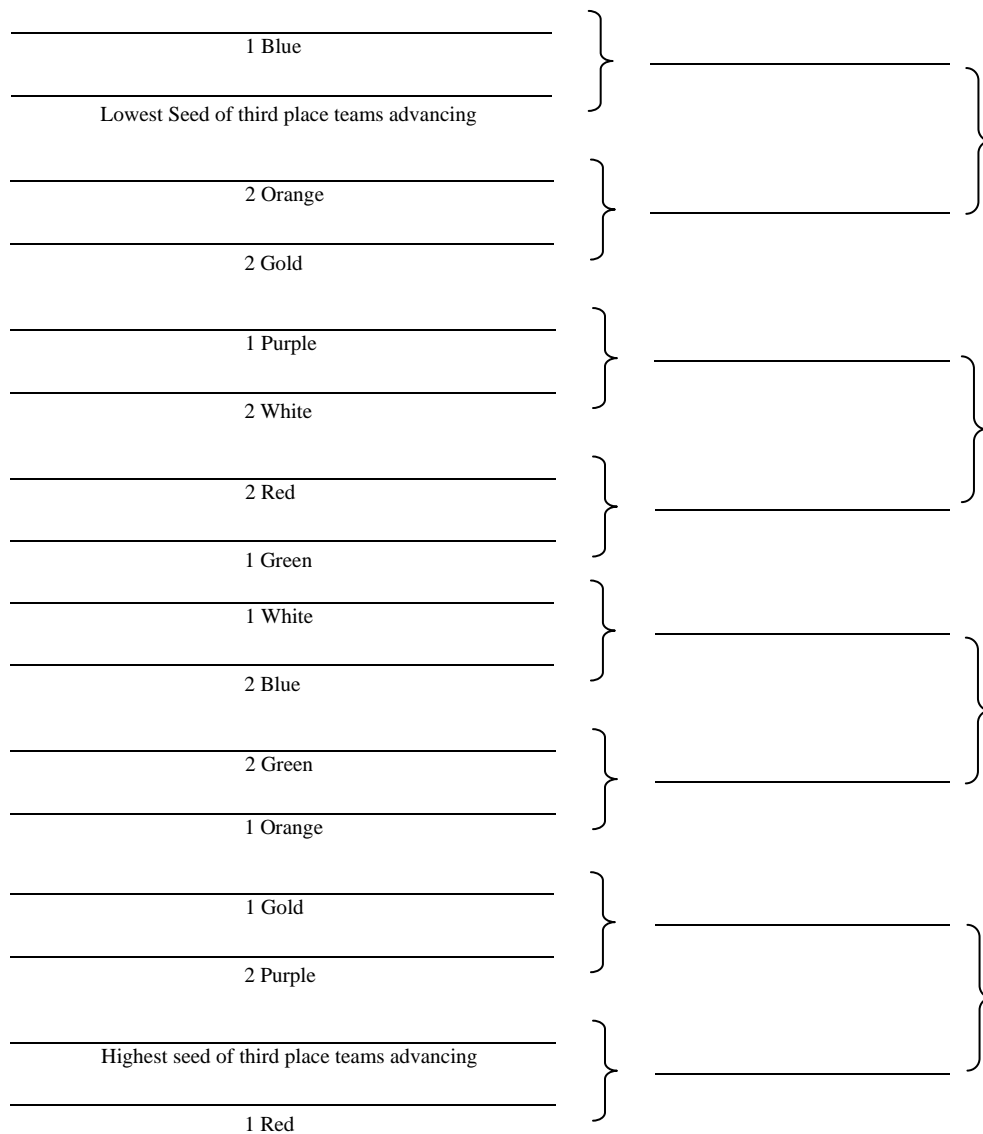
For purposes of seeding the consolation bracket, the two second place teams will be the top two seeds. The #9 seed will be the loser of play-in game 2 and the #10 seed will be the loser of play-in game 1. The #16 seed will be the one fourth place team that advanced to the consolation bracket. The remaining seeds (#11 - #15) will be awarded based on: 1) best record, 2) most tie breaker points and, if still tied, 3) the least defensive points given up in pool play. Since the #11 through #16 seeds will be set on Saturday evening before the play-in games, it will be possible for the resulting #9 or #10 seed to play a poolmate in the quarterfinal. For the reasons cited above in the championship bracket, to avoid confusion, there will be no re-shuffling of the consolation bracket seeds after the play-in games to avoid a quarterfinal match-up of poolmates.

- **Friendship Bracket.** The four remaining fourth place teams will play each other on a round-robin basis for 17th, 18th, 19th and 20th 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 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:



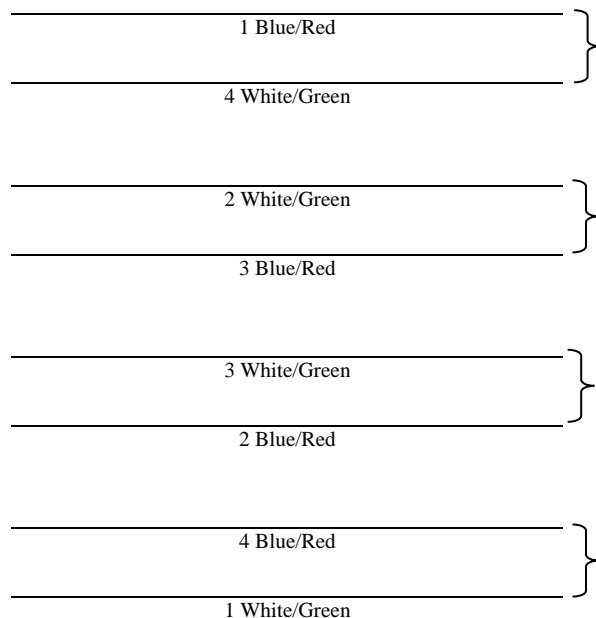
In the 21-team field, all teams play two pool games and four games in the championship, consolation or friendship brackets, for a tournament total of six.

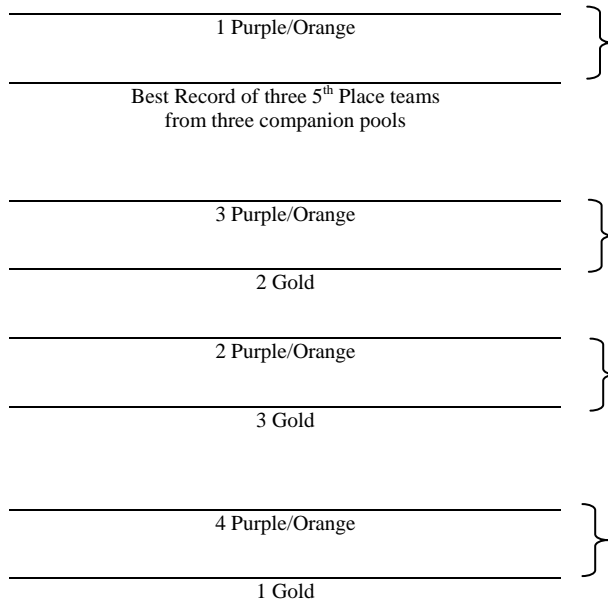
- 23) **Seeding Teams in Championship and Consolation Brackets in 22-Team Fields.** During the preliminary round of pool play, there will be six pools of three teams each (Blue, Red, White, Green, Purple and Orange) and one pool of four teams (Gold). Each team will play three pool games. In the Gold Pool, each of these four teams will play each other. The other six pools of three teams each, do not play each other, but rather these teams form 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, and the Purple Pool teams play the Orange Pool teams. All teams in a 22-team field play six total tournament games (three in pool and three in either the championship or consolation bracket), except for the four teams that reach the 1st-4th semi-finals, who play seven total games.

The top four finishing teams in each of the Blue/Red and White/Green companion pools are seeded into the top half of the Round of 16 championship bracket. The top four finishing teams from the Purple/Orange Pools and the top three teams from the Gold Pool are seeded into the bottom half of the Round of 16 championship bracket. The seven teams in the lower half of the Round of 16 bracket will be joined by whichever of the three 5th place teams from the three companion pools has the: 1) best record, 2) most tie-breaker points and, if still tied, 3) the fewest “defensive” points (i.e. points scored by opponents in pool play). Please note that for the eight teams that lose their Round of 16 game, they are seeded directly into either the 9th-12th or 13th-16th semi-final game based on: 1) pool record, 2) tie-breaker points and, if still tied, 3) the fewest “defensive” points (i.e. points scored by opponents in pool play). Likewise, the four losers of the 1st-8th place quarterfinals are seeded directly into either the 5th or 7th place game. The four teams that reach the 1st-4th place semi-finals play two more games after the quarterfinal for a tournament total of seven (all other teams in this division play a total of six games).

The remaining two 5th place teams from the three sets of companion pools, along with the three last place teams from the three companion pools, and the 4th place team from the Gold Pool, will be re-pooled into a six-team lower consolation bracket, with two pools of three and a crossover game after pool play for 17th, 19th and 21st place. Note here that the four last place teams in each of the four pools/companion pools are pre-assigned to a specific pool, with the two 5th place teams from companion pools that did not make the championship bracket assigned subjectively, to avoid, where possible: 1) playing a team from original pool play and 2) playing a team from a neighboring community.

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

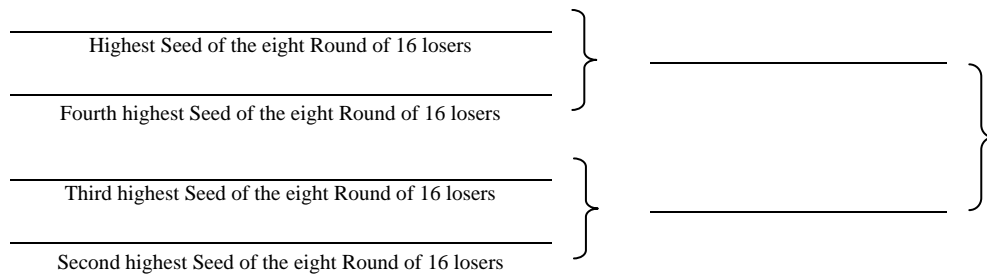




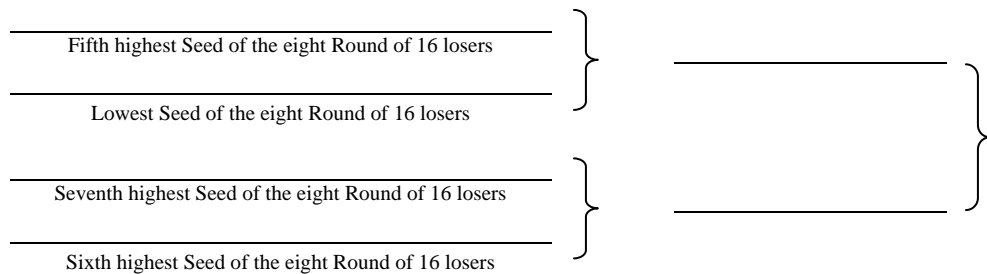
In the 1st–8th place quarterfinals, which of the Round of 16 winners will be paired in the quarterfinal will vary from tournament to tournament, depending on time slot scheduling limitations.

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:**

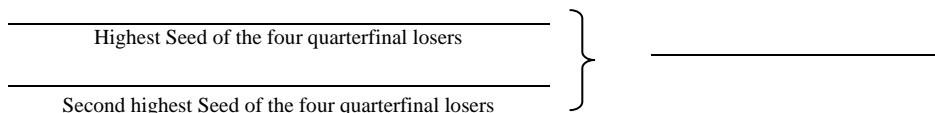


- **13th–16th place semi-final:**

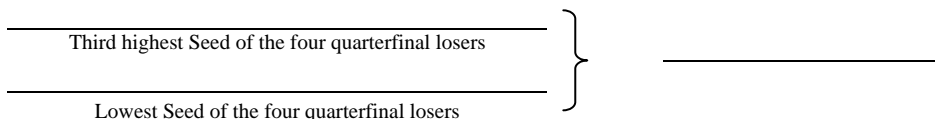


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **Fifth place game:**

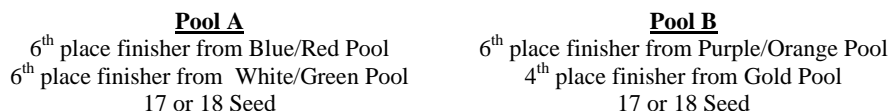


- **Seventh place game:**



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, if still tied, 3) fewest defensive points given up in pool play.

The lower consolation bracket 17th–22nd Place bracket will be formatted as follows:



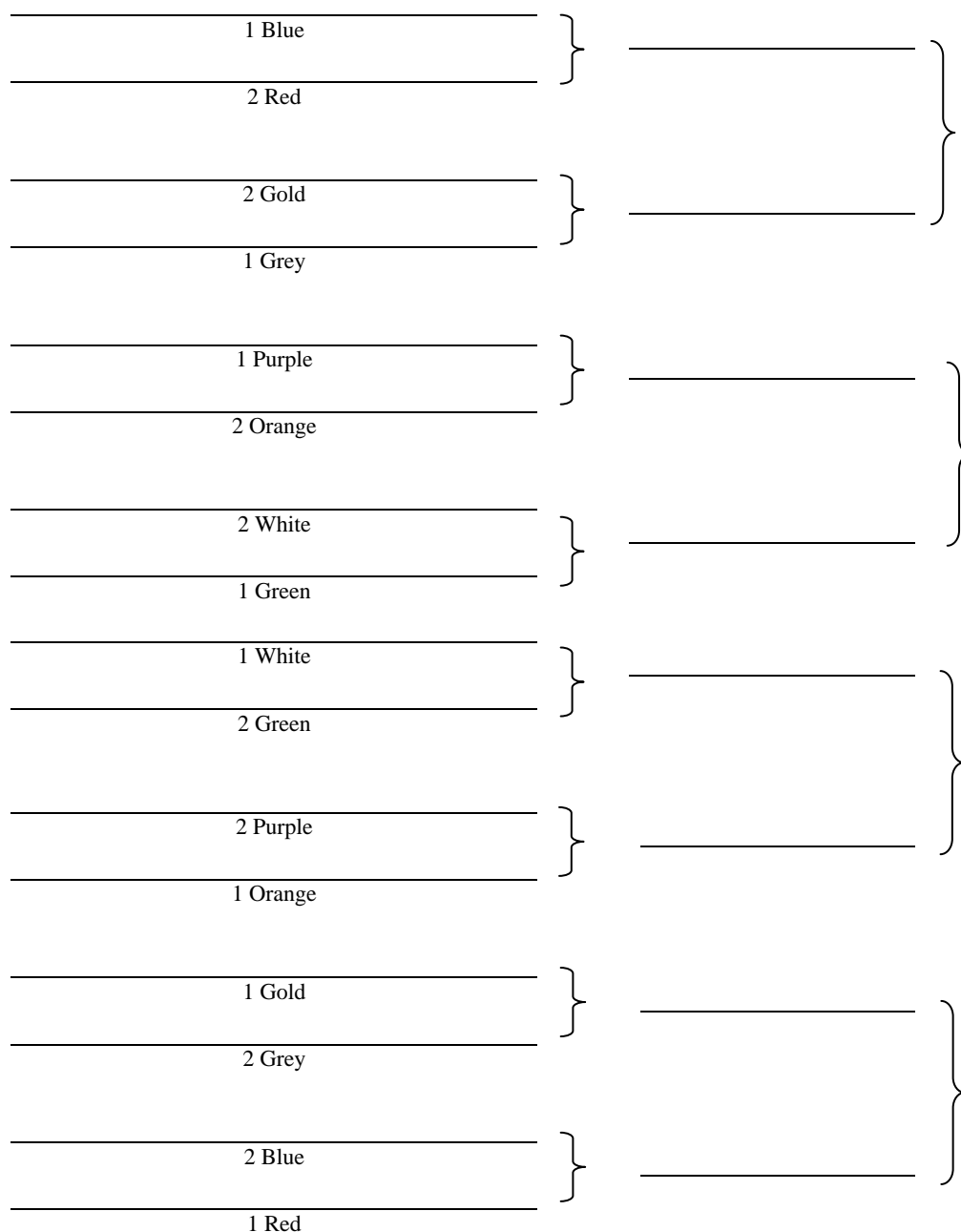
24) **Seeding Teams in Championship and Consolation Brackets in 24-Team Fields.** Tournament organizers will use two alternative methods to format a 24-team field. The primary consideration in determining which format to use in a given situation will focus on geographic considerations. Where the field is geographically diverse, Option A will generally be used. Option B will be used primarily in those circumstances where a large number of teams from one or more areas would otherwise cause pool match-ups with neighboring communities. For the 2009 WSICTs, the tournaments listed will utilize the following formats:

Option A: 8th grade girls and 8th grade boys

Option B: 6th grade girls and 5th grade boys

Option A: During the preliminary pool play round, there will be eight pools of three teams each. After pool play is completed, the top two teams from each pool will advance to a 16-team championship/upper consolation bracket. The third place team from each pool will be slotted in an eight team lower consolation bracket. All teams play two pool games and four championship or consolation bracket games, for a tournament total of six games.

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



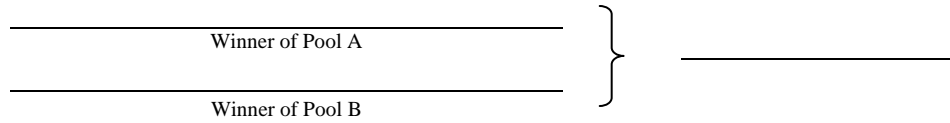
- The consolation bracket will be formatted as follows:

<u>Pool A</u>	<u>Pool B</u>
3 Blue	3 Red
3 Grey	3 Gold
3 Purple	3 Orange
3 Green	3 White

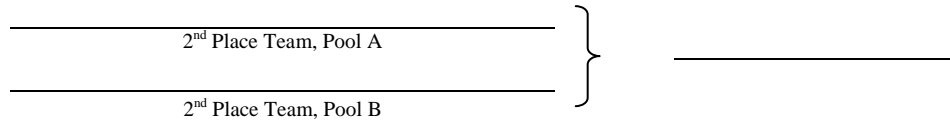
Each team will play the other three teams in its pool for games #3, #4 and #5.

For purposes of the final medal 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:

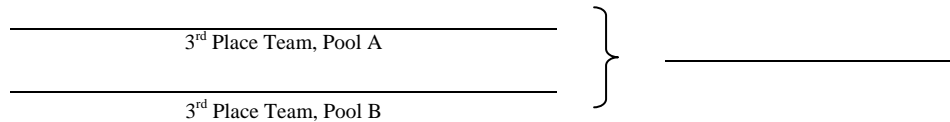
- **Consolation Championship:**



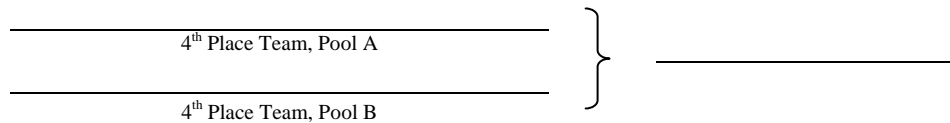
- **19th Place Game:**



- **21st Place Game:**

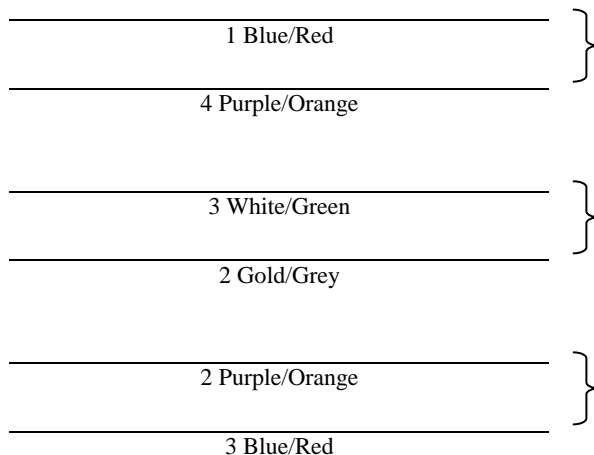


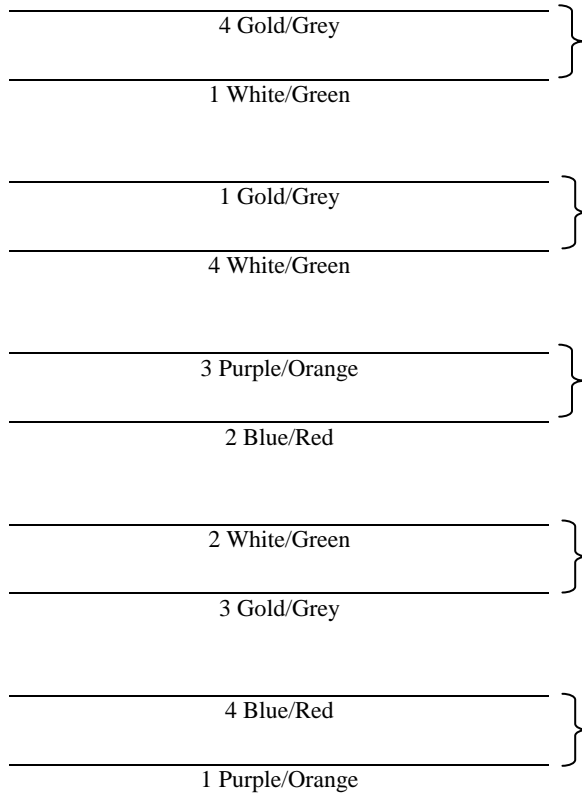
- **23rd Place Game:**



Option B: During the preliminary pool play round, there will be eight pools of three teams each. Instead of playing each other, each pool member plays the three teams in a companion pool. Blue Pool members play Red Pool teams, White v. Green, Purple v. Orange and Gold v. Grey. After pool play is completed, the six teams in each set of companion pools are ranked from #1 to #6 based on: 1) record, 2) tie-breaker points and, where still tied, 3) least defensive points given up in pool play. The top four teams from each set of six-team companion pools are seeded into a Round of 16 championship bracket, with the 5th and 6th place teams in each six-team companion pool seeded into the 17th–24th place quarterfinals.

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

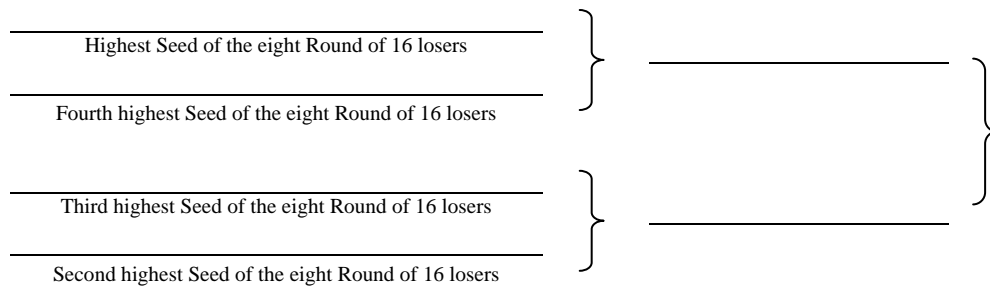




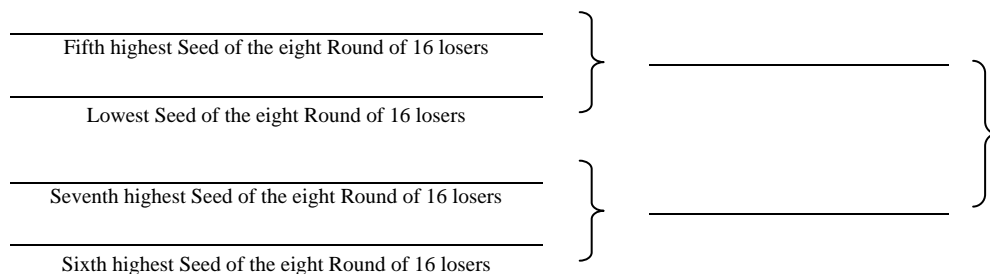
In the 1st–8th place quarterfinals, which of the Round of 16 winners will be paired in the quarterfinals will vary from tournament to tournament, depending on time slot scheduling limitations.

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:**

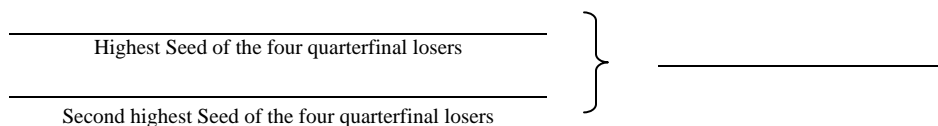


- **13th–16th place semi-final:**

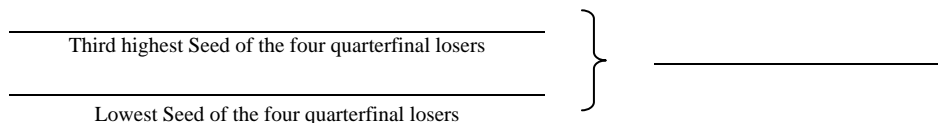


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **Fifth place game:**

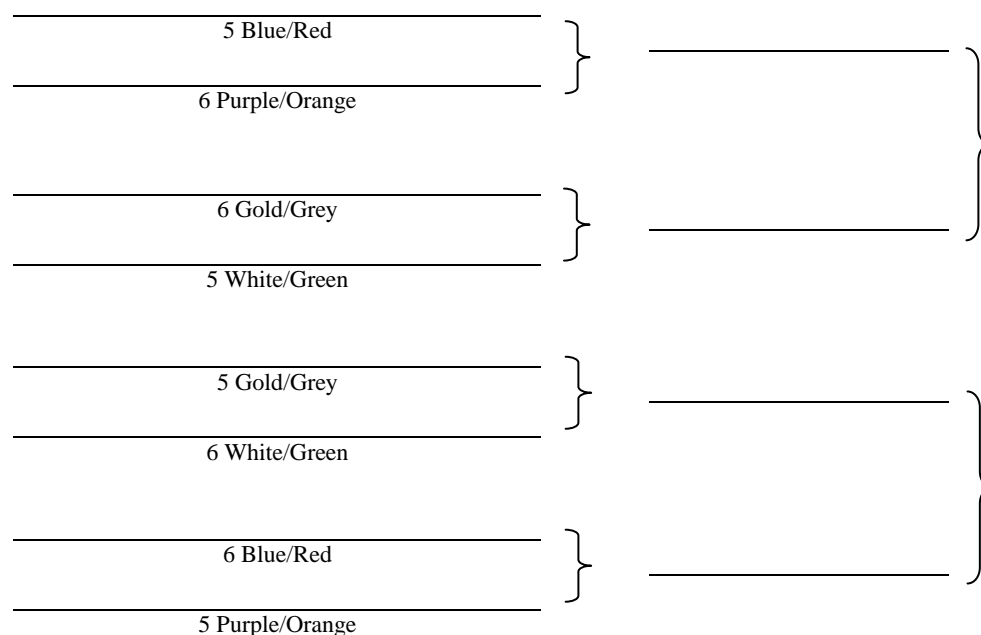


- **Seventh place game:**



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). 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, if still tied, 3) least defensive points given up in pool play.

The 17th–24th place consolation bracket quarterfinals will be formatted as follows:

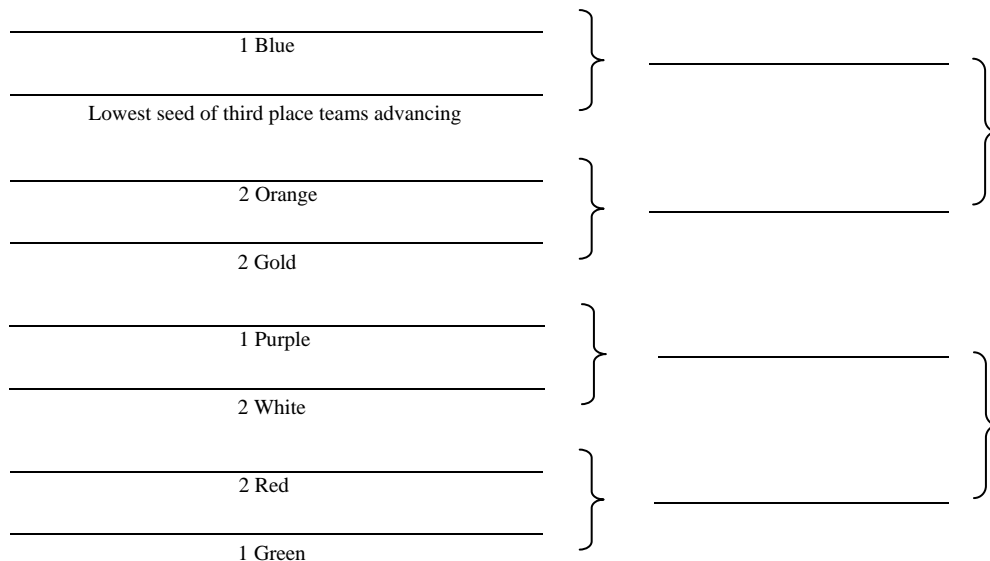


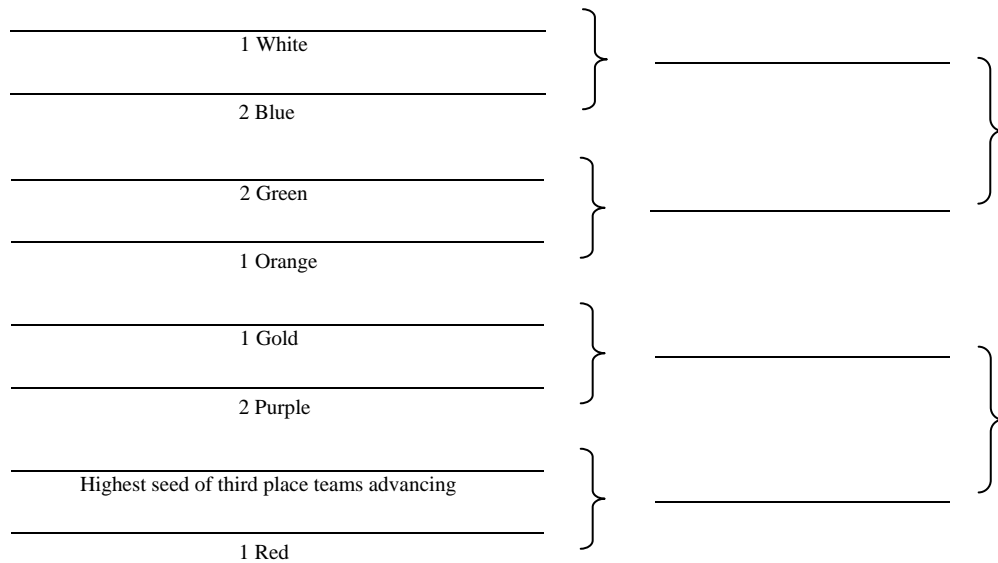
In this 24-team field, all teams that advance to the 1st–4th place semi-finals play a total of seven games in the tournament – three in pool play and four in the championship bracket. The remaining 20 teams in this field play six total games – three in pool play and three post-pool.

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 match-ups of pool mates.
- The remaining four fourth-place finishers play each other on a round-robin basis for 25th-28th place.

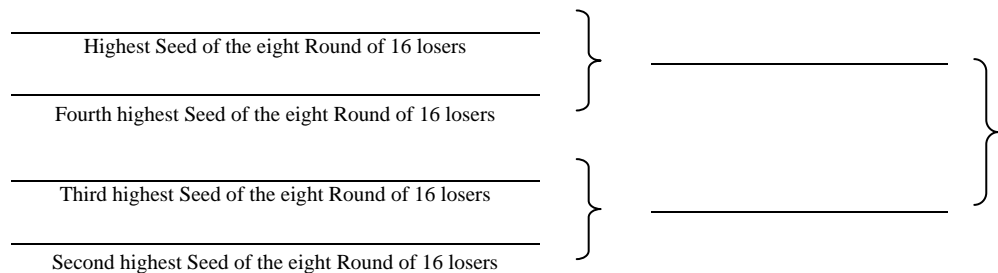
The championship bracket Round of 16 will be formatted as follows for the first game:



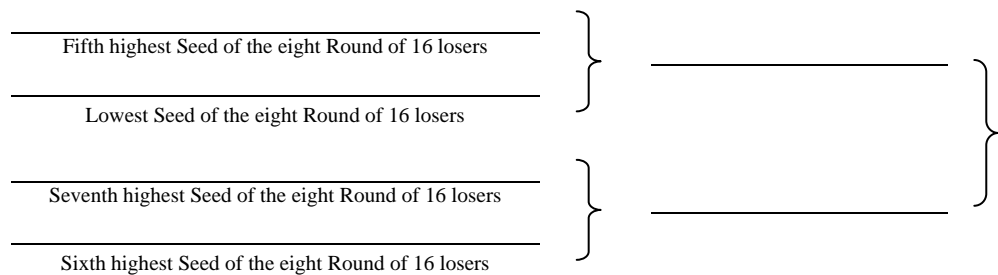


After the Round of 16 games have concluded, the eight losing teams will be formatted into two separate consolation semi-final brackets as follows:

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

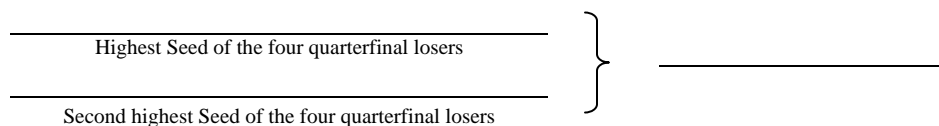


- **13th-16th place semi-final:**

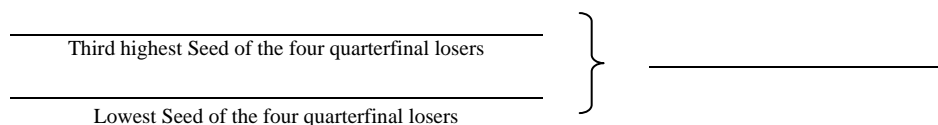


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **Fifth place game:**

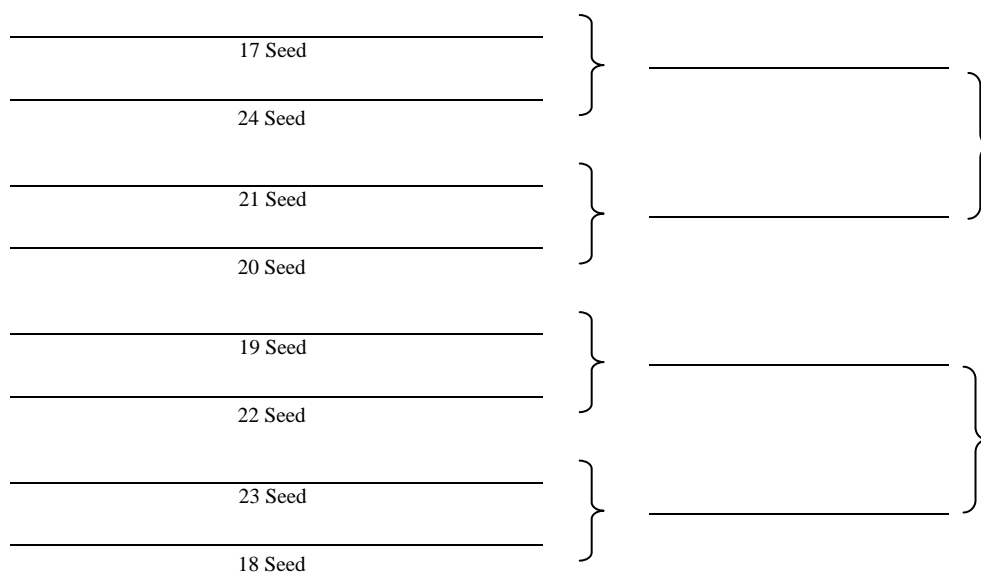


- **Seventh place game:**



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.

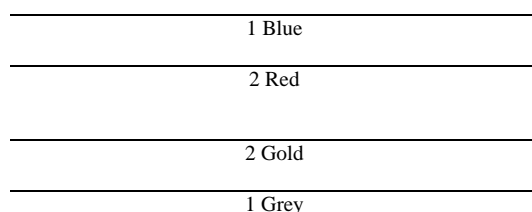
- The 17th–24th place consolation bracket, as described above, will be formatted as follows:



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.

26) **Seeding Teams in Championship and Consolation Brackets in 32-team Fields.** During the preliminary pool play round, there will be eight pools of four teams each. After pool play is completed, the top two teams from each pool will advance to a 16-team championship bracket. The third team from each pool will be slotted in an eight-team upper consolation bracket. The fourth place team from each pool will be seated into an eight-team lower consolation bracket.

- The championship bracket in the quarterfinal round will be formatted as follows:

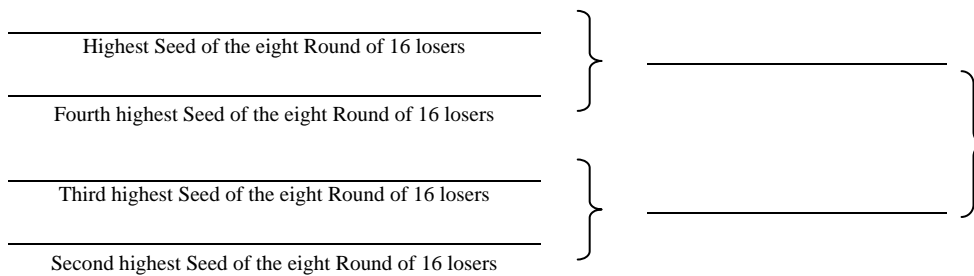


1 Purple
2 Orange
2 White
1 Green
1 White
2 Green
2 Purple
1 Orange
1 Gold
2 Grey
2 Blue
1 Red

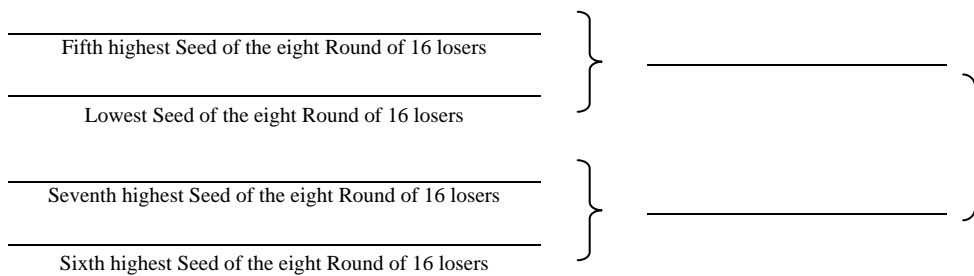
In the 1st–8th place quarterfinals, which of the Round of 16 winners will be paired in the quarterfinals will vary from tournament to tournament, depending on time slot scheduling limitations.

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:**

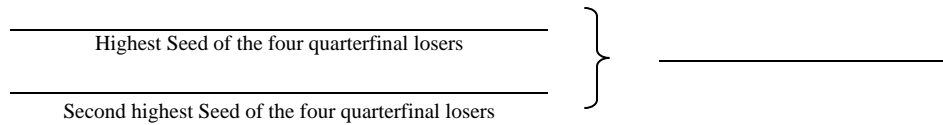


- **13th–16th place semi-final:**

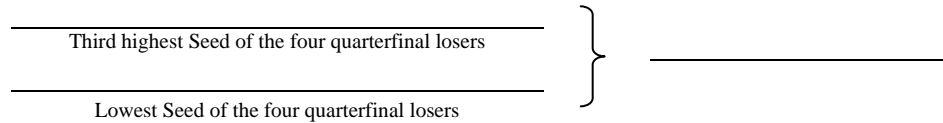


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **Fifth place game:**

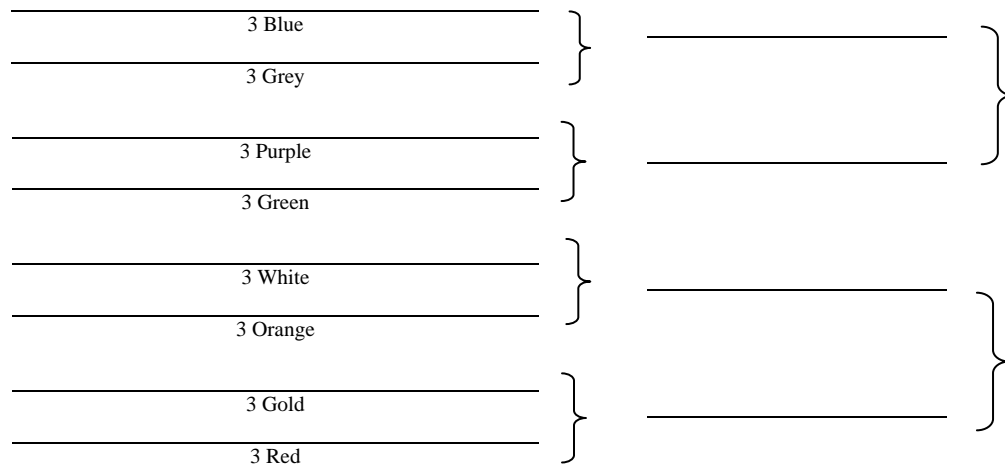


- **Seventh place game:**

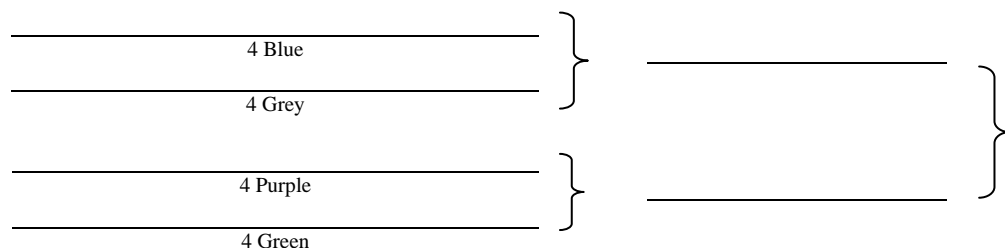


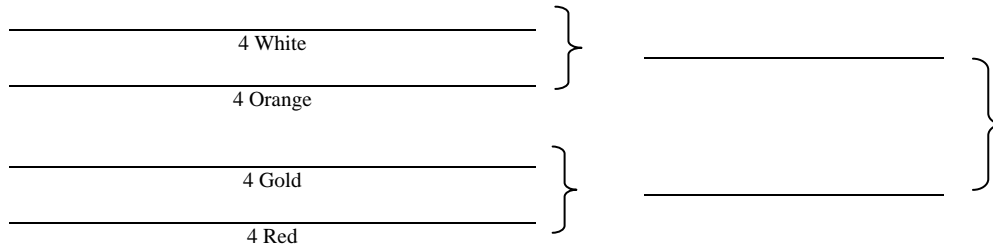
When determining which team gets which seed in the 5th-8th, 9th-12th and 13th-16th place brackets, we look only at pool play results -- not at the score of the Round of 16 games (or, in the case of the 5th-8th place games, the quarterfinal results). Top seeds will go to those teams with 1) the best records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

- The upper consolation bracket (17th-24th place) in the quarterfinal round will be formatted as follows:



- The lower consolation bracket (25th-32nd place) in the quarterfinal round will generally be formatted as follows:





For the 2009 6th grade girls WSICT, the following alternative lower bracket consolation (25th–32nd place) pairings will be used in the quarterfinal round to accommodate court scheduling issues and to limit travel distances for participant teams between venues:



In the 32-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 28 teams in this field play six total games -- three in pool play and three post-pool.

- 27) **Seeding Teams in Championship and Consolation Brackets in 36-team Fields.** During the preliminary pool play round, there will be nine pools of four teams each. After pool play is completed, the nine pool winners will advance to the championship bracket Round of 16. The nine second place finishers will first be seeded from #1 to #9, with the top seven teams of these nine advancing to the Round of 16, and the remaining two moving to the upper consolation bracket (17th to 24th place). Seeds here will be determined by: 1) best record; 2) most tie-breaker points; and 3) if there's still a tie, the least defensive points given up in pool play.

For purposes of the consolation bracket, the remaining 20 teams will be seeded from #17 to #36 based on: 1) best record, 2) the most tie-breaker points and, 3) if there's still a tie, the least defensive points given up in pool play. Under this methodology, it is possible for a team in the consolation bracket that has a pool record of 2-1, but finishes third in its pool (i.e., three teams have 2-1 records, one is 0-3) to be seeded ahead of a team that is 2-1, but finished second in its pool. Likewise, it is possible for a team that has a pool record of 1-2, but finishes last in its pool (i.e., three teams have 1-2 records and one team is 3-0) to be seeded ahead of a team that is 1-2, but finished third in its pool. Whether in the championship bracket Round of 16, the upper consolation bracket (17th to 24th place) or the middle consolation bracket (25th to 32nd place), seeds will be adjusted within each bracket consistent with Item #16 to avoid a first round play-off re-match between two teams from the same pool. In no event,

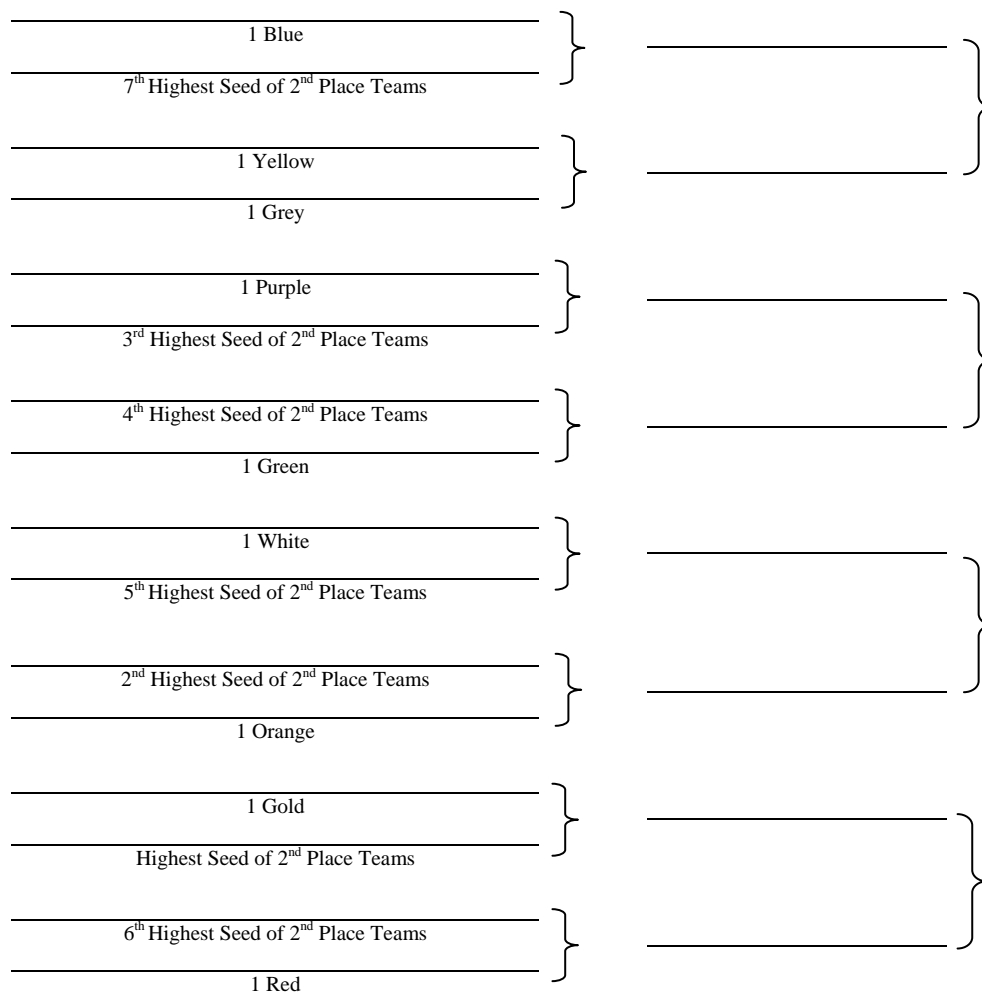
however, will a team from one first round play-off bracket be moved to a different bracket (e.g., from the championship bracket Round of 16 to the upper consolation bracket), solely for the purpose of avoiding a first round play-off match between pool mates.

These 27 teams will be slotted as follows for the play-off rounds.

- **Championship Bracket**

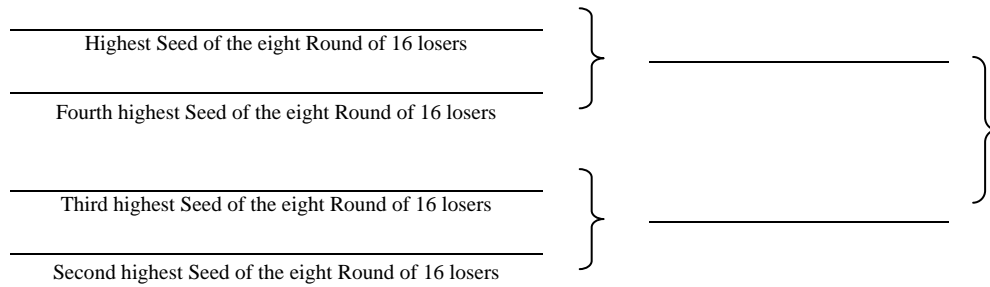
The top seven seeds of the nine second place pool finishers will join the nine pool winners in the Round of 16 championship bracket. Two pools, then, will advance only one team to the Round of 16; while seven pools will advance two teams.

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

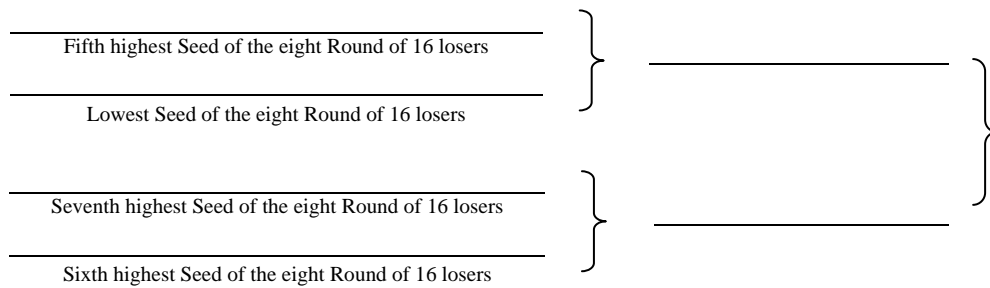


After the Round of 16 games have concluded, the eight losing teams will be formatted into two separate semi-final brackets as follows:

- **9th–12th place semi-final:**

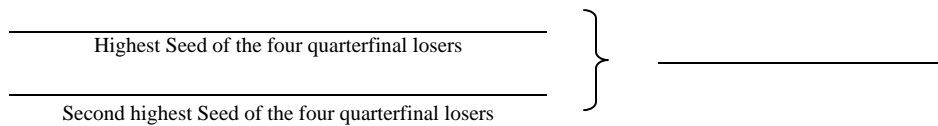


- **13th–16th place semi-final:**

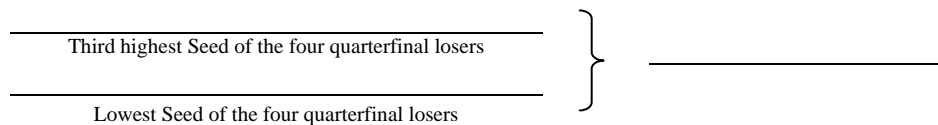


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **Fifth place game:**



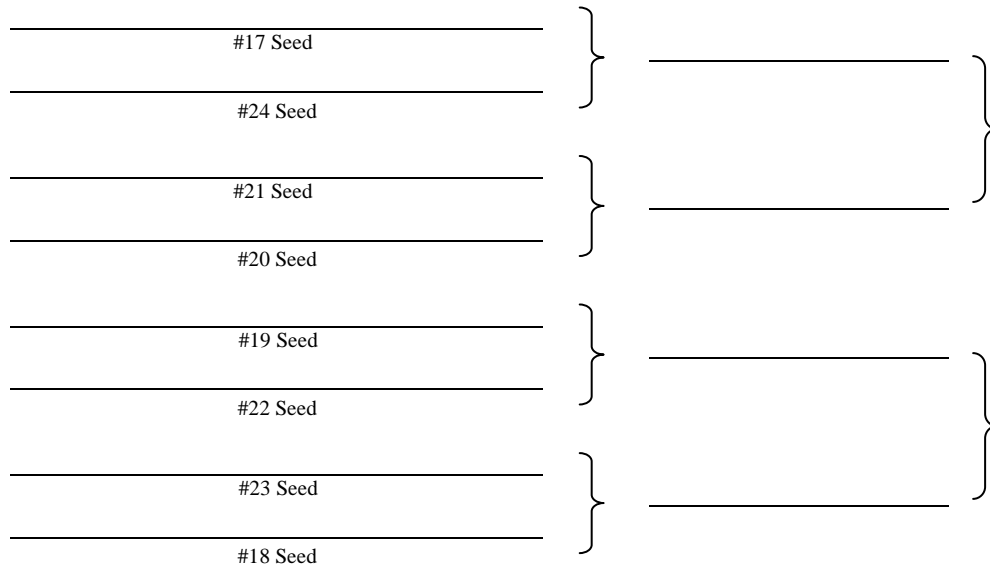
- **Seventh place game:**



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.

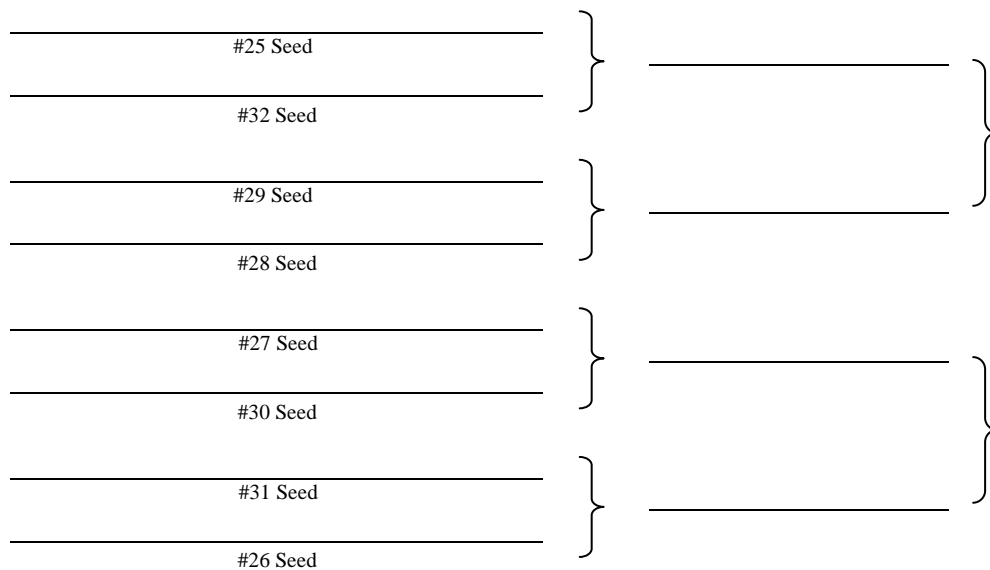
- **Upper Consolation Bracket:**

Seeds #17 through #24 will be placed into the upper consolation bracket (17th–24th place) as follows:



- **Lower Consolation Bracket:**

Seeds #25 through #32 will be placed into the lower consolation bracket (25th–32nd place) as follows:



- **Friendship Bracket.** Seeds #33, #34, #35 and #36 play each other on a round-robin basis for places 33, 34, 35 and 36.

In the 36-team field, the four 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 32 teams in this field play six total games -- three in pool play and three post-pool.

- 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).

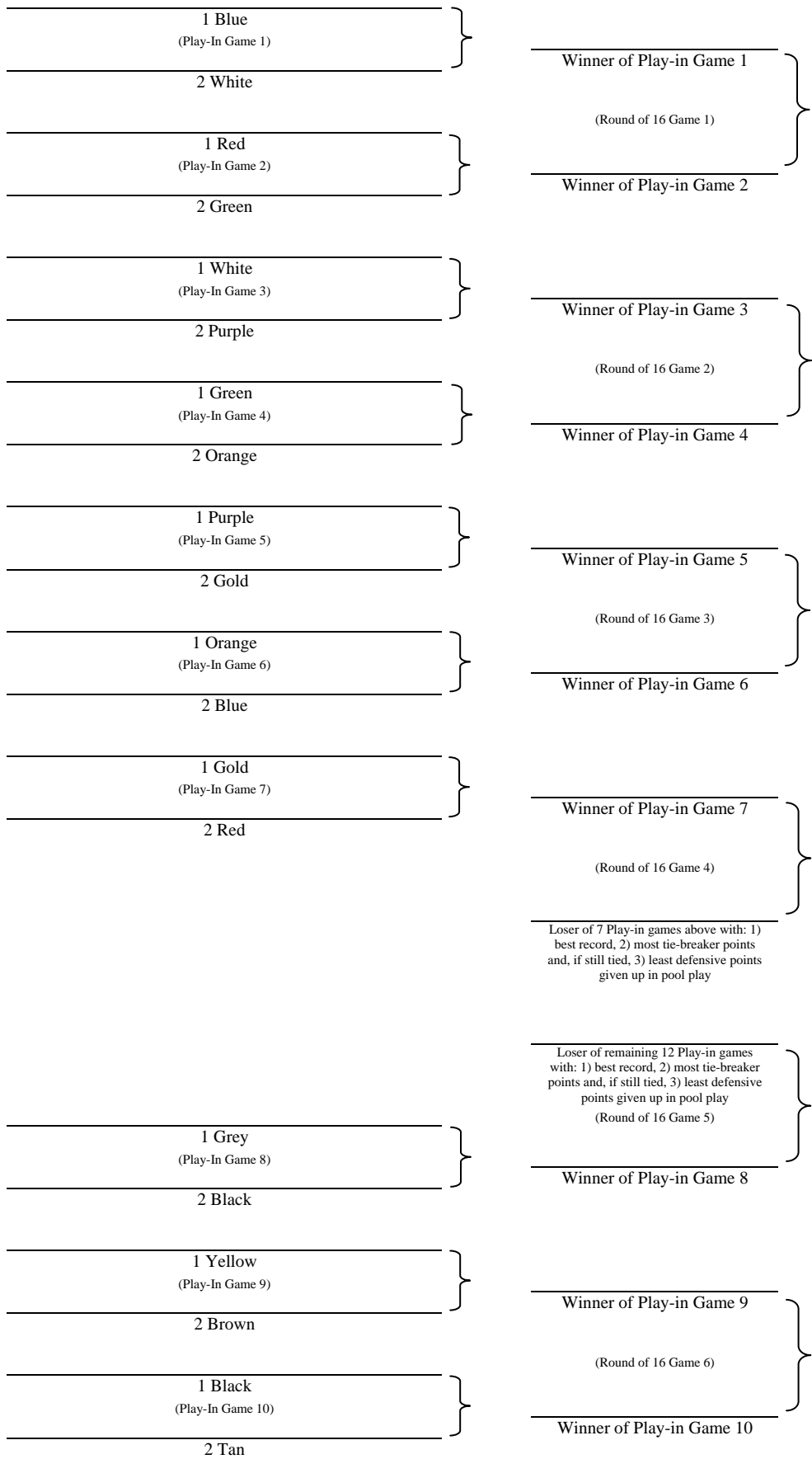
Seeds #27 through #34 will be placed in the lower consolation bracket in two pools of four teams each. Each team in the lower consolation bracket will play the other three teams in their pool for its third, fourth and fifth game of the tournament. At the end of this second round of pool play, the two 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.

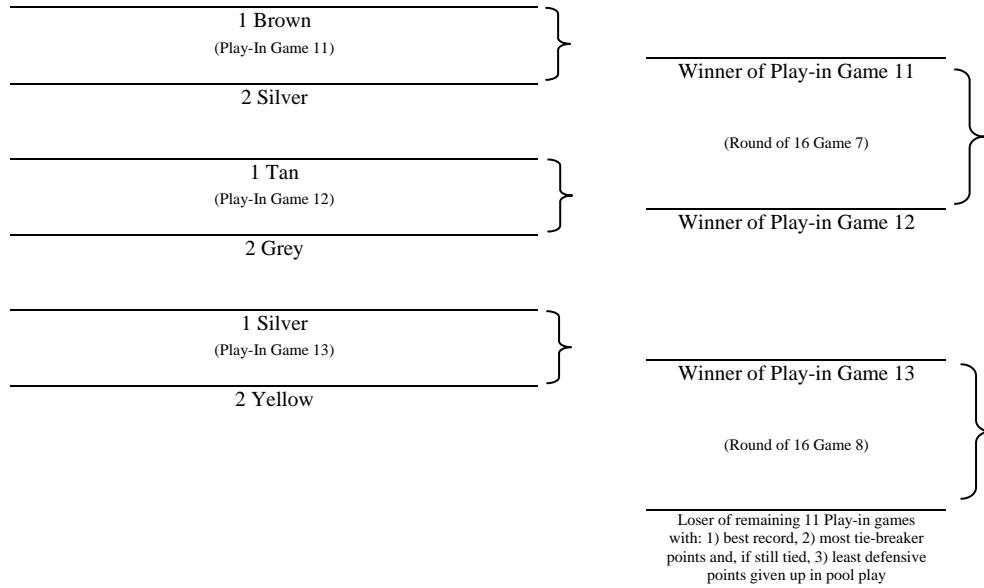
The first and second place teams in each of the thirteen original pools will advance to one of thirteen championship bracket play-in games. In each such game, a first place-finishing team from one pool will play a second place-finishing team from another. The winners of those thirteen play-in games will 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.

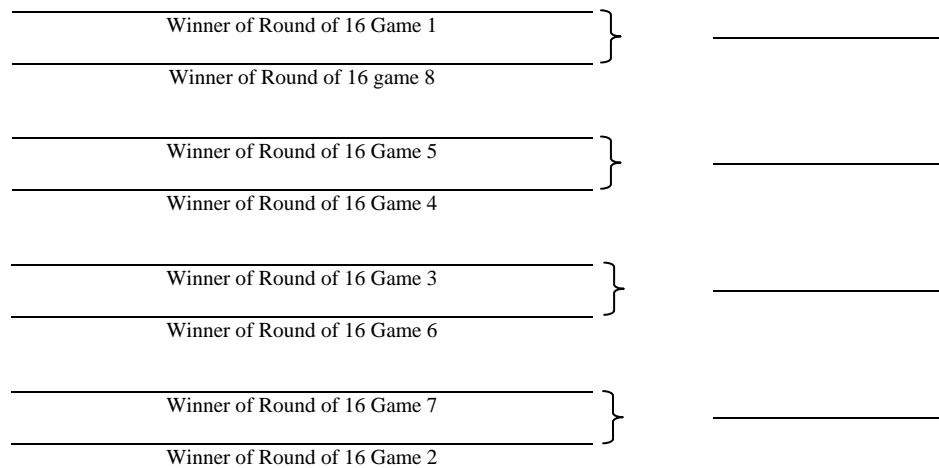
The 39 teams in this field will be slotted for the play-off rounds as follows:





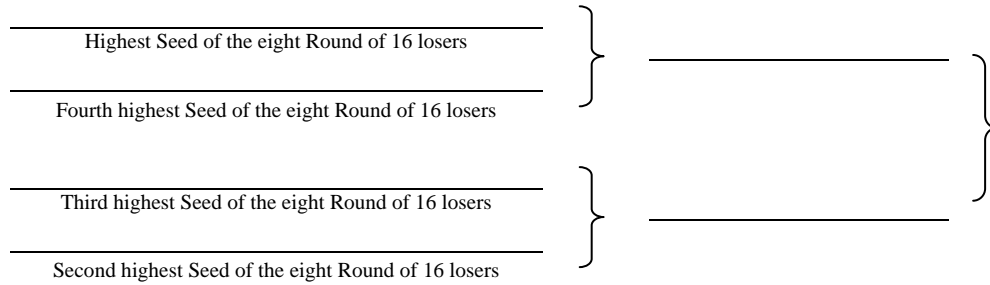
Note: Not all of the original thirteen pools complete pool play at the same time. Also, some of the thirteen play-in games need to begin immediately after the last of the original pools complete pool play. As a result, the thirteen play-in games can't be in the same time slot; nor can the eight Round 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:

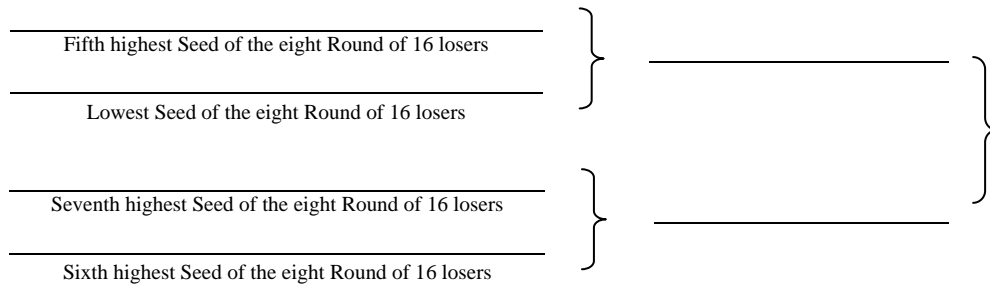


The eight losing teams in the Round of 16 games will be formatted into two separate semi-final brackets as follows:

- **9th–12th place semi-final:**

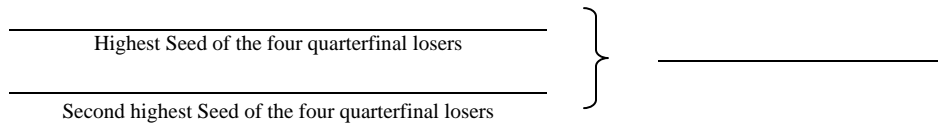


- **13th–16th place semi-final:**

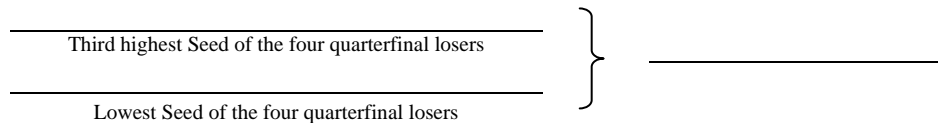


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted into fifth and seventh place games as follows:

- **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

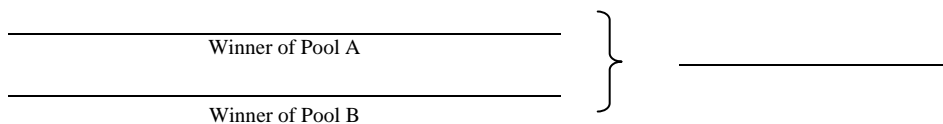
Lower Consolation Bracket: Seeds #27 through #34 will be formatted as follows:

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

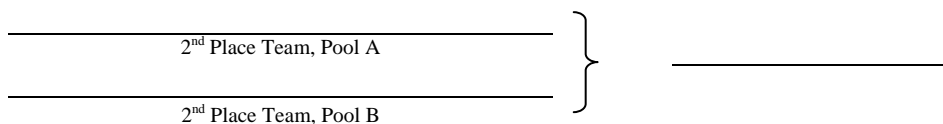
Please note that for the 6th grade boys 2009 WSICT, if a team from the Grey and/or Silver pool ends up with the #28, #29, #32 or # 33 seed, they will be reseeded to Pool A and a Pool A team(s) moved from Pool A to Pool B. This is being done to avoid having a team that played in Marathon earlier in the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

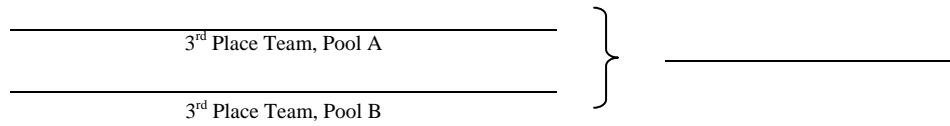
- **27th Place Game:**



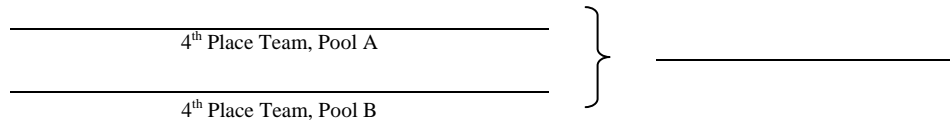
- **29th Place Game:**



- **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.