

## MASTER SCHEDULE NOV 6, 2021

Time		Small Gym			Court 1			Court 2	
1	7:45 AM	7th Game 1			7th Game 2			7th Game 3	
2	8:35 AM	7th Game 4			8th Game 1			8th Game 2	
3	9:25 AM	8th Game 3			8th Game 4			7th Game 5	
4	10:15 AM	7th game 6			7th Game 7			7th Game 8	
5	11:05 AM	8th Game 5			8th Game 6			8th Game 7	
6	11:55 AM	8th Game 8			7th Game 9			7th Grade 10	
7	12:45 PM	61	vs	62	63	vs	64	7th Game 11	
8	1:35 PM	51	vs	52	53	vs	54	7th Game 12	
9	2:25 PM	61	vs	63	62	vs	64	8th Game 9	
10	3:15 PM	51	vs	53	52	vs	54	8th Game 10	
11	4:05 PM	61	vs	64	62	vs	63	8th Game 11	
12	4:55 PM	51	vs	54	52	vs	53	8th Game 12	

5th Grade		6th Grade		7th Grade		8th Grade	
51	FVL	61	FVL		Appleton East		FVL
52	Germantown #1	62	Denmark		Little Chute		Lux Casco
53	Germantown #2	63	Notre Dame		Menasha		Germantown
54	Oshkosh	64	Neenah		Winneconne		Little Chute
<b>Sponsors</b>		<b>Pool Seeding Rules</b>			Hortonville		Fondy Springs
<b>Allegra</b> <b>Fox Valley Lutheran</b>		1. W/L Record 2. Head to Head 3. Half D points diff Max 15 4. Final D point Diff Max 20 5. Coin Flip			Kimberly		Winneconne
					Neenah		Kimberly
					Kaukauna		Neenah

### Rules and Regulations:

- All games governed by WIAA rules. **WIAA REFEREES**
- Decisions of the officials and the Tournament committee are final.
- Roster limit: 12 maximum awards given.
- **Pressing**
  - 5 & 6 no pressing until last 2 minutes of 2nd half – No pressing with 10 point lead
  - 7 & 8 – Pressing allowed all the time unless team has 15 point lead.
- Each team must supply their own numbered jerseys and practice balls.

Three 30 sec time-outs per game. Time-outs do not carry over to OT One 30 sec time-out in O.T.

Clock will stop during the last 2 minutes of each half, including overtime.

If one team is losing by more than 15 points in last 2 minutes of the game the clock will not stop.

**OT Rules: 1 Time-out per team in OT. First OT 1 minute 1 with clock stopping. 2nd OT - First team to score**

Intentional misuse or damage of the facility will be an immediate ejection from the tournament

The responsible parties will be liable for the damages.

Technical fouls will be an automatic two points and possession of the ball.

2nd player technical will result in an immediate ejection from the game

Team unsportsmanship technical will result in an automatic ejection from the game and forfeiture of all awards and fees.

- **Each Team Must Supply Scorekeeper or Clock Keeper**