



# 2020 RECRUIT WISCONSIN

## Event Dates

July 20th and 21st-22nd, 2020

## Event Details

### Location:

Community First Champion Center

5000 W Champion Dr, Appleton, WI 54913

**CLICK HERE FOR  
RW WEB PAGE**

**Divisions:** Boys and Girls 14u - 17u

**CLICK HERE FOR  
SCHEDULE ON THE WEB**

### Entry Fee:

We ask for an In-Kind Donation to the

**Fox Cities Sexual Assault Crisis Center**

[https://shallwedancefoxcities.com/cth\\_speaker/lisa-van-wyk/](https://shallwedancefoxcities.com/cth_speaker/lisa-van-wyk/)

in lieu of a tournament admission fee

**Download the App  
"BLAZE EVENTS"  
for a convenient schedule**

**Admission:** Attendance is Limited; **Live Streaming** will be made available. All wrist bands for attendees will be provided to coaches the day of event.

2 Coaches Bands, 1 Score keeper, and 10 spectators max per team

Spectators must pick up bands from coaches day of event

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

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

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## Risk Mitigation

**Attendance Policy:** Players, TWO coaches per team, ONE scorer/timer per team, and only TEN spectators per team during games will be permitted entry. Teams can allocate attendees however they wish throughout the day, but note that the above formula was intended to provide the opportunity for each player to have one fan attend. No more than 2 coaches allowed on each bench per team. Athletes and coaches have bleachers by the courts and outside to wait and stretch between games.

**Scheduling:** Games will be scheduled such that the number of teams in the building at any given time will be minimized

**Temperature Scanning:** Temperatures will be taken at the door for all attendees, including workers, officials, coaches, players, and fans

**Hand Sanitizers:** Will be available at the entrance/exit and at each scoring table

**Athletic Trainer:** On site

**Masks:** Optional. Recommended for anyone not actively participating in a game but not required. BYO - Bring Your Own Mask if you want to wear one

**Post Game Handshakes** - Lines will consist of elbow bumps only

**Concessions:** Limited - Provided by the Champion Center

- Concessions are on main floor only where spectators are
- Athletes should pack snacks & extra H2O
- Parents can tailgate in parking lot or utilize the amazing restaurants in the valley
- Concessions will be closed by end of game time and reopen when new group of spectators enter

**Bathrooms:** Available with frequent cleaning

**Social Distancing:** Attendees should employ common sense, personal responsibility, and practice social distancing whenever possible

**Waivers:** All attendees will be required to sign **COVID-19 WAIVER** beforehand (underage players/minors must have waiver signed by parent/guardian)

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## Game Rules

### **BASKETBALLS**

The officials will provide one game ball that is cleaned between each game.

Athletes should bring their own balls for warm-ups. Players/spectators will not be allowed to dribble on the sidelines or shoot during breaks. Please communicate to your families that no basketballs should be brought into the gym other than what your team will use during warm-ups. These Basketballs should only be used during that time - not in lobby/hallway or during stoppage in play.

### **GAME LENGTH**

Monday - Running clock (20 minute halves; clock stops last 1 minute of each half)

Tues/Wed - Stopped clock (16 minute halves; 20+ points lead, clock will run and no pressing)

### **WARM UP TIME**

From conclusion of prior game until scheduled start time (minimum 3 minutes)

Games will not start early due to the live streaming schedule

### **HALFTIME**

3 minutes (may be shortened as necessary)

### **TIMEOUTS**

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

### **OVERTIME**

First overtime is 2 minutes with stopped clock.

Subsequent overtimes are sudden death - first to score (with no timeouts).

### **FOULS / FREE THROWS**

Players are disqualified on 6th foul. Regular bonus on 7th foul. Double bonus shot on 10th team foul of each half.

### **TECHNICALS**

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

### **PRESSING / MAN DEFENSE**

No restrictions except teams ahead by 20+ cannot press.

### **POST GAME HANDSHAKES**

Lines will consist of elbow bumps only

### **TIE BREAKERS**

Between the two teams, the winner of head to head competition.

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