2026 Wisconsin State Invitational Championship Tournament ("WSICT")

Tournament Rules

1) **WIAA Rules. Except as specified below, WIAA high school 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.** Although the WIAA uses halves, the WSICT will continue to use the four-quarter system – coaches of younger teams need the extra breaks to instruct their players.

   If any team is behind by 20 or more points with two minutes left in the fourth quarter, there will be a mandatory running clock for the remainder of the time left in the game. When the mandatory running clock is used, the clock will be stopped only for time-outs taken by one of the teams, an injury on the court or an official's time-out.

3) **Time-Outs.** Each team will get **2** full time-outs to be used any time during the first half of play; and **2** full 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 **1** time-out per overtime period.

4) **Time Between Periods.** There will be a 1-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 5-minute ("halftime") break.

5) **Overtime.** If a game is tied at the end of regulation, the teams will play a 3-minute stop clock overtime periods until the game is decided. 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, unless one of the teams in that next game is playing their first game of the day, in which case there will be a 10 minute warm-up period. Where the tournament is running ahead of schedule, the next game will start early **only** if the head coaches of both teams, **both referees** and the **tournament director** (i.e., clock operators and scorekeepers are present and ready to start) agree. A team not wanting to start play until the published time will not be coerced into starting before the published time.

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 emphatically. **The coach is responsible for the conduct of their team's fans.** The referees will not confront a player, parent or other relevant party in the stands. 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 their 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 20 or more, 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) **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 tournaments. 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.

10) **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 as long as they meet all eligibility requirements.

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 – there will be no opening game tip-off.

11) **Eligibility.** To be eligible to play in the Wisconsin State Invitational Championship Tournament ("WSICT"), teams must be "community-based".

All players representing a public high school as the feeder team for that high school, must either live in that school district or attend public school in that district under Wisconsin's open enrollment law. Where a community has more than one public high school with one unified school district, boys/girls can only play for that high school feeder team that corresponds to the territory in which they actually reside (while most unified districts generally allow students to attend whichever high school they want, every district has some form of geographic or other dividing line to determine which students are automatically assigned to which high school in case one of the schools reaches maximum capacity). Where a student has applied for open enrollment for the 2026-2027 academic year to a school not aligned with where they currently reside, that player will be eligible to play at the WSICT for the team representing the school at which they are open-enrolling. A copy of the open-enrollment paperwork must be given to the tournament organizers (contact Terri Green at terri@gnbl.org).

Players representing a parochial or private high school must: 1) live within 50 miles of the parochial or private high school for the feeder program the player wants to play and 2) attend a parochial or private elementary or middle school of the same denomination (if parochial) that feeds into that high school. Where a player lives in proximity to more than one high school of the religious denomination in question, they will be allowed to play only for the closest school relative to their residence (note exception below for certain 8th grade players). For example, a player attending a Catholic middle or

elementary school living somewhere in the countryside between Appleton and Green Bay would be eligible to play for whichever Catholic high school (Notre Dame or Xavier) is closest to their place of residence. With a variety of Catholic high schools in the metro Milwaukee area, distance from residence to high school will be the sole determinant when deciding eligibility questions. The only exception to the distance criterion, whether in the metro Milwaukee area or outstate, will be in the case of the 8th grade WSICT. Since most parochial high school applications for the 2025-2026 academic year will have been made and acted on prior to the time of the 2026 WSICT, for 8th grade boys or girls, players enrolling at a parochial high school not closest to the player's place of residence will be allowed to play only for the parochial high school feeder program to which the player has applied and been accepted – not any other parochial high school of that denomination, even if that other high school is closest to their place of residence (that player is also eligible to play for the public high school in the district they live in instead of the parochial team, but cannot play for both).

The following hypothetical examples will help registrants understand what our definition of "community-based" is for purposes of the WSICT:

Abbeville has two public high schools, East and West; a parochial high school, St. John; three public Junior Highs (Washington, Jefferson and Lincoln) and a neighboring small community by the name of Zeeland. Washington Junior High feeds into Abbeville East High, Jefferson Junior High feeds into Abbeville West High and Lincoln Junior High feeds into both.

- No player living in the Zeeland school district and going to Zeeland public schools can play for an Abbeville team, or vice versa.

- Washington Junior High students must play for Abbeville East; and Jefferson Junior High students must play for Abbeville 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 Zeeland but attending Washington Junior High under the State's open enrollment plan, can play for either Zeeland or East, but not both.

- St. John can have players from either side of Abbeville, Zeeland 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 Zeeland who attends a St. John parochial feeder school (middle or elementary), can play either for Zeeland or St. John, but not both.

- A player residing in the Abbeville East school district and attending Washington Junior High during the 2025-2026 academic year, applies in February 2026 to open-enroll in the Zeeland public school for the 2026-2027 academic year (**not** 2027-2028 or a later academic year). At the 2026 WSICT, this player has the option of playing for either Abbeville East (because that's where the player currently resides) or Zeeland (because this player will be allowed to transition to the new school). 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 Abbeville East player has applied for admission to St. John, instead of Zeeland, for the 2026-2027 academic year, the player could play for either Abbeville East or St. John at the 2026 WSICT, but not both.

Assume a player who lives in the Zeeland district and, for purposes of the 5th, 6th or 7th grade 2026 WSICT, applied on a timely basis for open enrollment to attend Washington Junior High (which feeds into Abbeville East) for the next academic year and, as a result, played for Abbeville East at the 2026 WSICT. If that player fails to actually attend Washington Junior High in the 2026-2027 academic year, they will not be eligible to play for Abbeville East or any other team (e.g., Abbeville West or St. John) at the 2027 (or 2028 or 2029) WSICT other than Zeeland (where the player resides). In other words, a player isn't allowed to apply for open enrollment in successive seasons in order to play for a team with which they have no residential or attendance connection.

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 their academic career, cannot play "down" on a seventh grade team, even though their contemporaries, by age, are seventh graders. Conversely, a player repeating a grade, can play for a team representing the grade in which they are currently enrolled, even though they are a year older than most of their classmates.

12) **Tie Breakers**. At the WSICT, there are two different tie breaker methodologies to seed teams after pool play into the championship or consolation play-off brackets:

- The "Companion and External Pool Tie Breaker" methodology is used to break ties in two different types of situations:
  - When seeding teams where there are companion pools, i.e., teams in one pool play all the teams in another pool (the companion pool) rather than members of its own pool.
  - In those situations where the results of teams that played different pool schedules are compared against each other to determine the seeding order of those teams.
- The "Internal Pool Tie Breaker" methodology is used to break ties in those situations where each team within a three, four or five team pool plays all the members of its own pool and no non-pool members.

While both these tie breaker methodologies apply many of the same general principles, there are some significant differences in their application. Outlined below is each methodology and a practical example of how each works. First, however, we'll define some terminology common to both approaches:

- "Overall pool record" – this is the final win/loss record of a team after pool play is complete.
- "Head-to-head" competition – this is the result of the game(s) in pool play between one or more teams. When the "Internal" methodology is being used, there is a certainty that all teams being compared played each other in pool play. When the "Companion and External" protocol is used, some of the teams involved in a tie may have played each other, while others haven't.
- "Net tie-breaker points" – each team earns (or loses) 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.

- "Fewest defensive points" – this is the total number of points scored by opposing teams in pool play.
- "Most points scored" – this is the total number of points scored by a team in pool play.

If a team fails to show up for a game, it will be recorded as a 15-0 forfeit for purposes of the tie breaker calculation. 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.

A) The "Companion and External Tie Breaker" methodology. After pool play is completed, the teams being ranked are seeded using the following seven criteria, in this order:

1. Overall pool record.
2. Where two teams that played head-to-head have an identical pool play record, the winner of the head-to-head match-up wins the tie breaker.
3. Where three teams tie and one of the teams defeated the other two, that victorious team gets the highest seed of the three teams involved in the tie. If the two remaining teams played each other in pool play, go back to #2, otherwise proceed to #5.
4. Where three teams tie and one of the teams lost to the other two, that losing team gets the lowest seed of the three teams involved in the tie (if the two remaining teams played each other in pool play, go back to #2, otherwise proceed to #5).
5. Where two teams tie that did not play each other, or where three or more teams tie where one team did not defeat all the other teams involved in the tie, the next tie breaker is highest net tie breaker points. If after identifying the tie breaker winner, the remaining teams that are still tied by pool record did **not** play each other, continue to use the highest net tie breaker points. However, if the remaining teams that are still tied by pool record **did** play each other, go back to #2. If teams are also tied by net tie breaker points, proceed to #6.
6. If still tied, the next tie breaker is fewest defensive points given up to opposing teams in pool play.
7. If still tied, most points scored (most offensive) during pool play.

The following example illustrates three teams in one pool playing three teams in a companion pool (not members of its own pool). Assume the following pool play results:

First Round of Pool Games

Boston	47	Seattle	23
Philadelphia	29	Denver	26
Baltimore	31	San Francisco	29

Second Round of Pool Games

Seattle	27	Philadelphia	21
Denver	36	Baltimore	31
Boston	51	San Francisco	41

Third Round of Pool Games

Baltimore	41	Seattle	33
Denver	37	Boston	35
San Francisco	43	Philadelphia	26

Standings

TEAM	WINS	LOSSES	Tie-Breaker Points From Game One	Tie-Breaker Points From Game Two	Tie-Breaker Points From Game Three	Total Tie-Breaker Points	Defensive Points Scored*	Offensive Points Scored*	FINAL RANK
Blue Pool									
Seattle	1	2	-15	+6	-8	-17			5
Denver	2	1	-3	+5	+2	+4			1
San Francisco	1	2	-2	-10	+15	+3			4
Red Pool									
Boston	2	1	+15	+10	-2	+23			2
Philadelphia	1	2	+3	-6	-15	-18			6
Baltimore	2	1	+2	-5	+8	+5			3

* We only calculate these if needed.

In this scenario, note how the places in this companion pool are awarded:

- Denver, Boston and Baltimore all have 2-1 records per criterion #1. Number 2 doesn't apply because there is a three-way tie. Using #3, since Denver defeated both Boston and Baltimore, it gets the number 1 seed.
- Since Boston and Baltimore did not play each other, we can't use #2 and we proceed to #5, with the result that Boston gets the #2 seed because it had +23 tie-breaker points to +5 for Baltimore.
- There is also a three-way tie at 1-2. Because it is a three-way tie, #2 does not apply. Since none of these teams defeated the other two teams head-to-head, #3 does not apply either. However, since three teams tied and one team lost to the other two, #4 applies, with Philadelphia, having lost to both Seattle and San Francisco, getting the #6 seed.
- Of the two remaining teams, because Seattle and Philadelphia did not play each other in pool play, we proceed to criterion #5. San Francisco is awarded the #4 seed over #5 seed Seattle, because San Francisco has more tie breaker points (+3) than Seattle (-17).

B) The "Internal Pool Tie Breaker" methodology. After pool play is completed, the teams are seeded using the following five criteria in this order:

1. Overall pool record.
2. Where two teams tie that have an identical pool record, the winner of the head-to-head match-up wins the tie breaker.
3. Where three teams tie, the team with the most net tie breaker points gets the top seed. After taking out the top seed, only two teams remain tied by pool record, the team that won the head-to-head match-up will get the higher remaining seed.
4. If after applying all the above criteria, the three teams are still tied because they have the same number of net tie breaker points, the next tie breaker is fewest defensive points given up in pool games.

5. If still tied the next tie-breaker is most points scored (highest offensive) in pool play. Note that, if after applying either criterion 4 or 5, only **two teams** remain tied by pool record, **head-to-head** competition decides the seeding order of the remaining two teams).

The following example assumes four teams playing each other in pool play: New York, Chicago, Los Angeles and Houston. There scores are as follows:

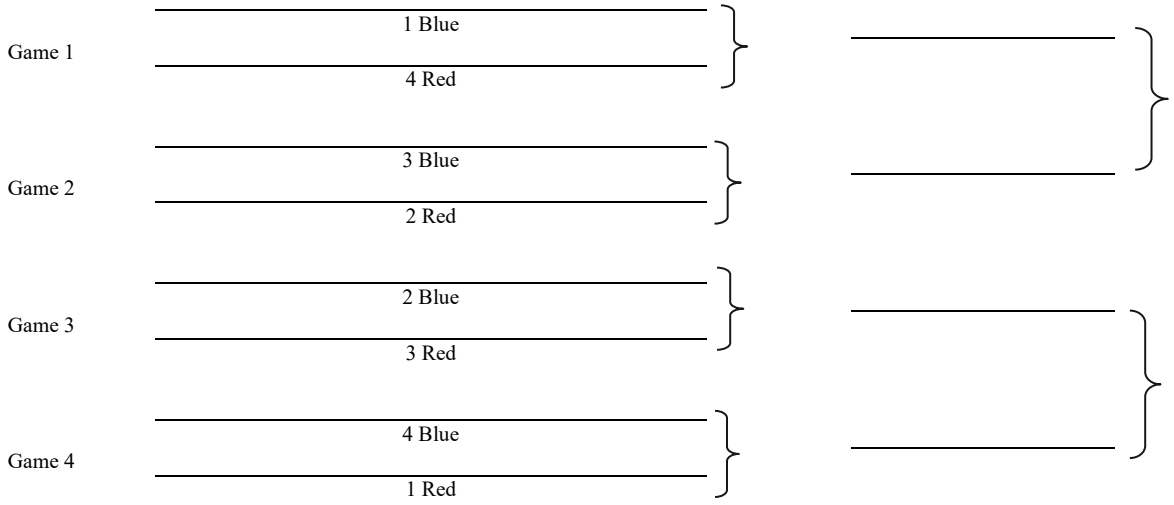
Game One	Los Angeles	31	New York	19
	Chicago	24	Houston	21
Game Two	Los Angeles	43	Houston	19
	New York	36	Chicago	29
Game Three	Los Angeles	39	Chicago	25
	Houston	52	New York	42

Standings

TEAM	WINS	LOSSES	Points From Game One	Points From Game Two	Points From Game Three	TOTAL NET POINTS	FINAL RANK
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 tie breaker points. New York is third and Chicago fourth, not because New York has more tie breaker points, but because using criterion #3, New York beat Chicago in the head-to-head match-up.

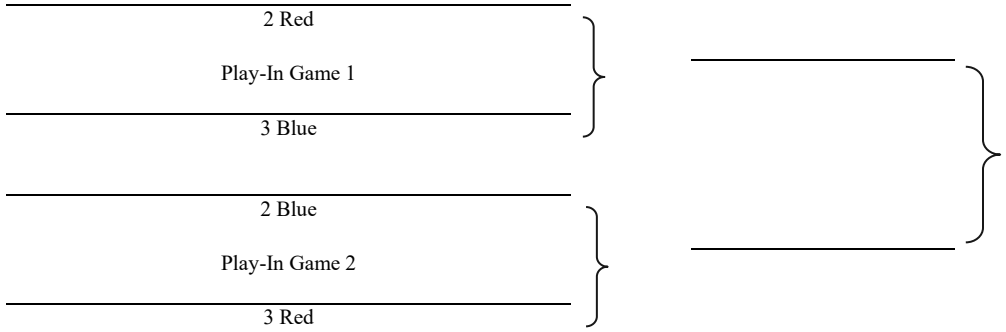
13) **Seeding Teams in Championship and Consolation Brackets in 8-Team Fields.** In this format, teams will be put into two pools of four teams. After pool play, all eight teams will be in the quarterfinals of the championship bracket, as follows:



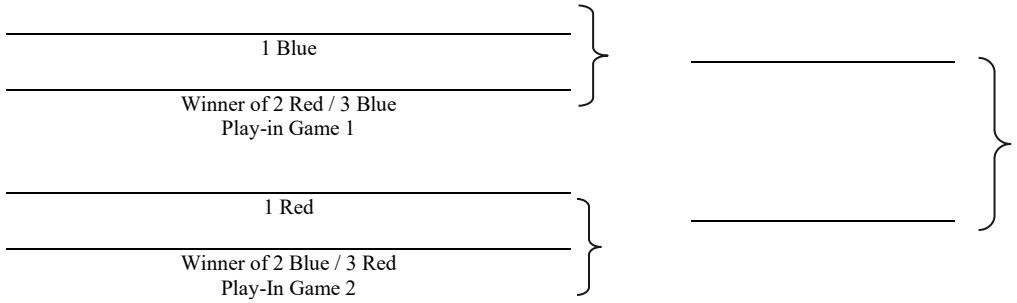
In this format, pool play does not eliminate any team from the championship round; pool play only determines seeding in the championship bracket. All teams will still play six total games – three in pool and three in the tournament round.

14) **<u>Seeding Teams in Championship and Consolation Brackets in 10-Team Fields.</u>** 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:

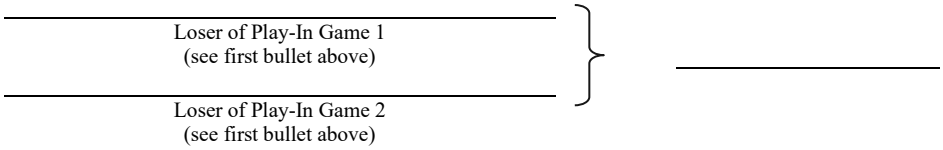
- The championship bracket "play-in" game will include these teams:



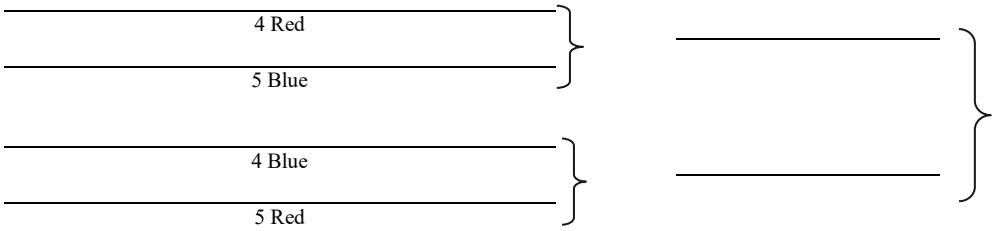
The winners of the two play-in games described above will advance to the championship bracket semi-finals. These two teams will play three total games after pool play, for a tournament total of seven (all other teams will play a total of six games in the WSICT):



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



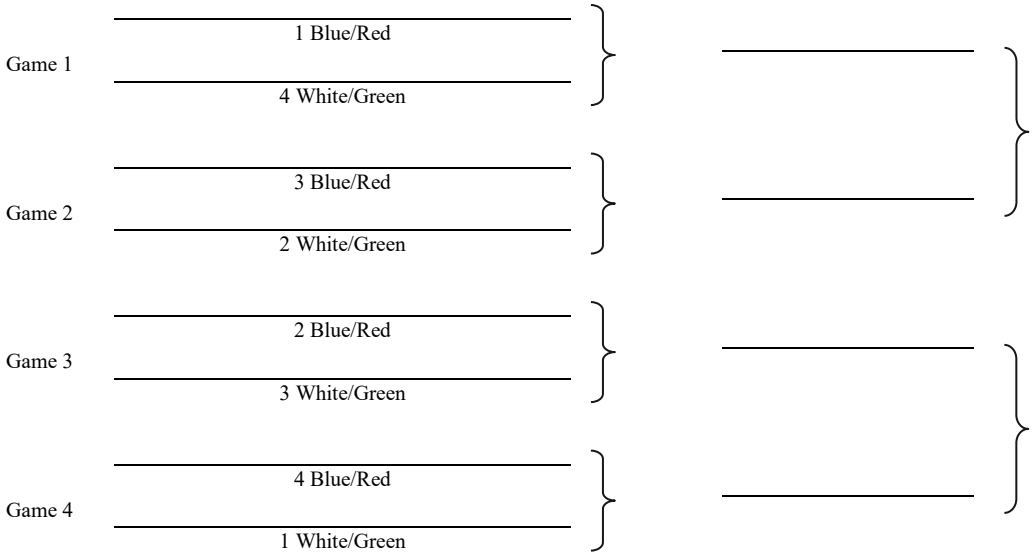
- The semi-final game for places 7 through 10 will be structured as follows:



15) **Seeding Teams in Championship and Consolation Brackets in 12-Team Fields.** During the preliminary pool play round, there will be four pools of three teams each. 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 using the "Companion and External Tie Breaker" methodology spelled out in Rule 12(A).

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:

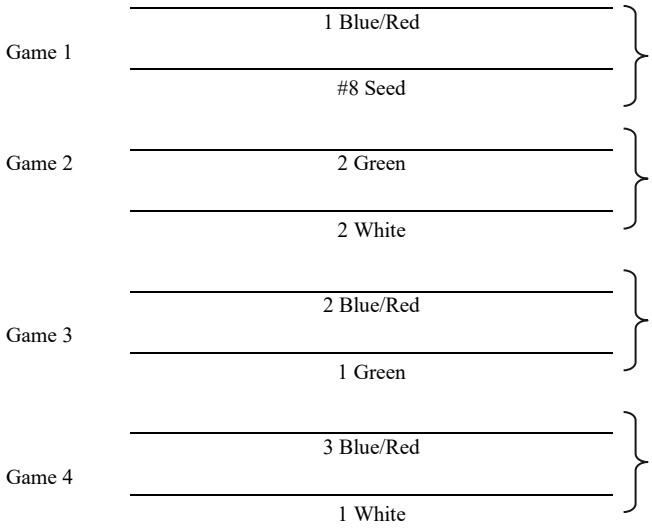


- **Consolation Bracket.** The four #5 and #6 teams in each set of companion pools will compete for places 9 through 12 by playing each other on a round-robin basis.

16) **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). Each team will play three pool games. In the White and Green Pools, the four teams in each pool will play each other. The other two pools of three teams each do not play each other, but rather the three teams from their companion pool: the three teams in the Blue Pool play the three teams in the Red Pool. After each team completes its three pool games, the six teams in the Blue/Red companion pools are ranked from 1st to 6th using the "Companion and External Pool Tie Breaker" methodology described in Rule 12(A). Meanwhile, in the White and Green Pools, the four teams in each pool will be ranked after pool play from 1st to 4th using the "Internal Pool Tie Breaker" methodology outlined in Rule 12(B).

After pool play, the top two teams in each of the White and Green Pools, and the top three finishing teams in the Blue/Red companion pool are automatically seeded into the Round of 16 championship bracket. The seven remaining teams – the fourth, fifth and sixth place finishers in the Blue/Red companion pools, and the 3rd and 4th place finishers in the White and Green Pools – are ranked in order of finish, using the Rule 12(A) methodology, so that we have seeds running from #8 to #14.

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



Seeds #9, #10, #11, #12, #13 and #14, will play their last three games of the tournament in the lower consolation bracket. These six teams will be placed into two pools of three, with each poolmate playing each other poolmate for two total pool games as follows:

Pool A	**Pool B**
#9 Seed	#10 Seed
#12 Seed	#11 Seed
#13 Seed	#14 Seed

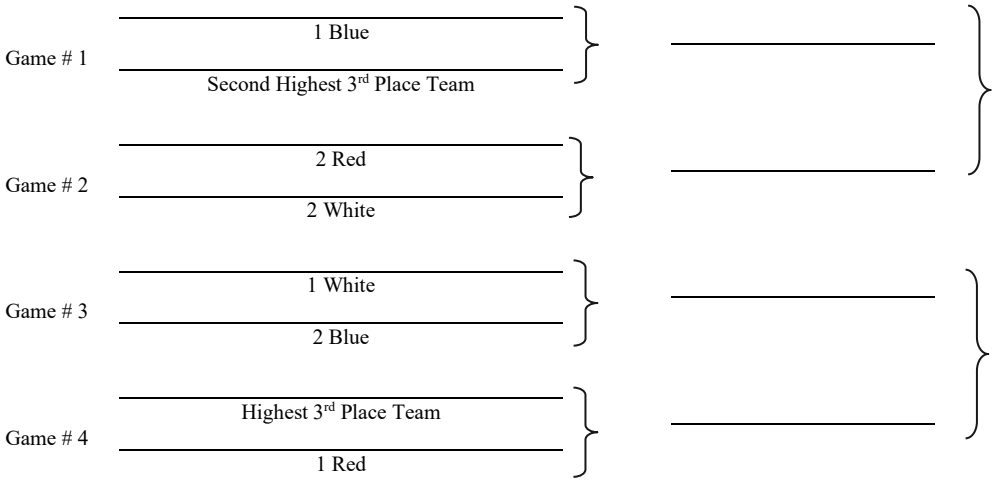
After pool play, the order of finish in each pool will be determined by use of Rule 12(B) tie breaker procedures. The top ranked team from each pool will play for 9th place, the two second-place teams for 11th place and the two third-place teams for 13th place.

In the 14-team field, all teams play exactly six games - three in pool play and three post-pool.

17) **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.

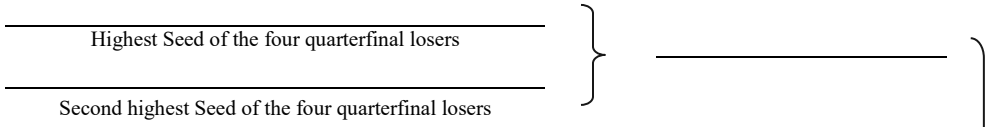
- **Championship Bracket.** The top two finishers from each pool, along with the two 3rd place teams with the highest records and/or tie-breaker points, utilizing the Rule 12(A) tie-breaker procedure, will advance to the championship round.

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

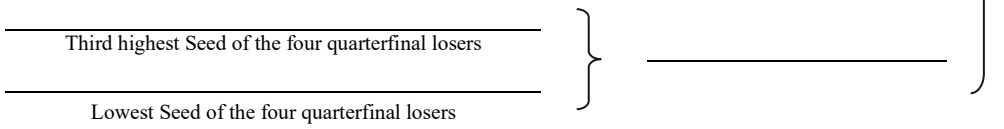


After the championship bracket quarterfinals, the four losing teams will be formatted directly into the fifth and seventh place games as follows:

Fifth place game:



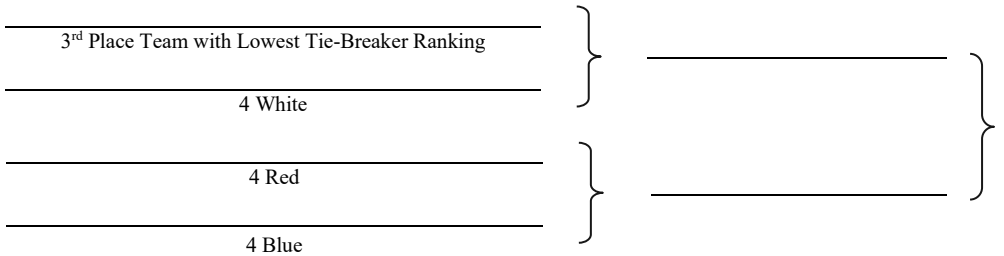
Seventh place game:



When determining which team gets which seed in the 5th-8th place brackets, we look only at pool play results - - not at the score of the 1st-8th place quarterfinals. The Rule 12(A) tie-breaker methodology will be used to rank teams after quarterfinal play. The winners of the four quarterfinal games play four pool games, and three play-off games, for a tournament total of seven; while the remaining eleven teams play four pool games, and two play-off games, for a tournament total of six.

- **Upper Consolation Bracket.** The remaining 3rd place team (the one with the lowest ranking of the three 3rd place teams), will join the three 4th place teams in the 9th-12th place semi-finals.

9th–12th place semi-final games:



- **Lower Consolation Bracket.** The three 5th place teams from the three pools play each other on a round-robin basis for places 13, 14 and 15.

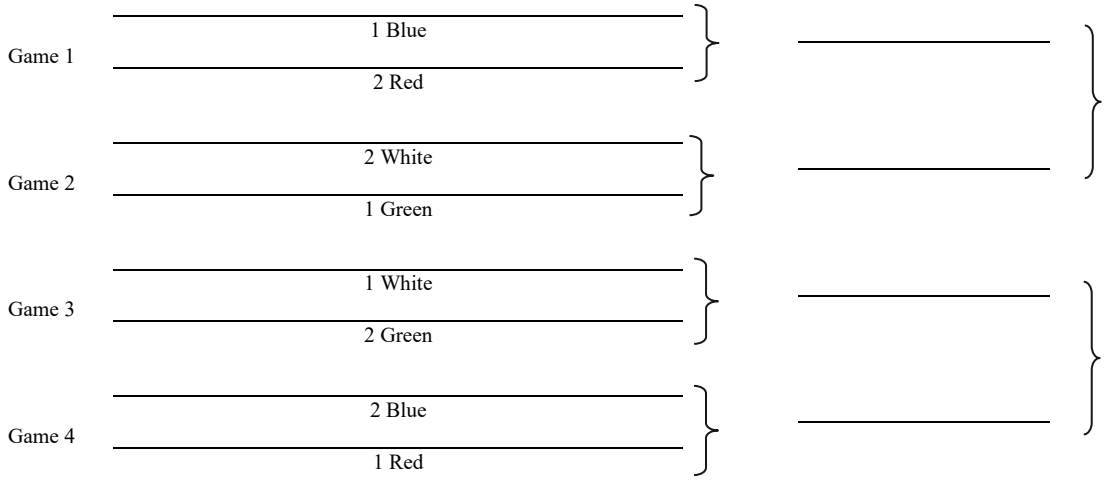
18) **<u>Seeding Teams in Championship and Consolation Brackets in 16-team Fields</u>**. Tournament organizers will use two alternative methods to format a 16-team field. The primary consideration in determining which format to use in a given situation will focus on geographic considerations. Where the 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 2026 WSICTs, the tournaments listed will utilize the following formats:

Option A: None at this time

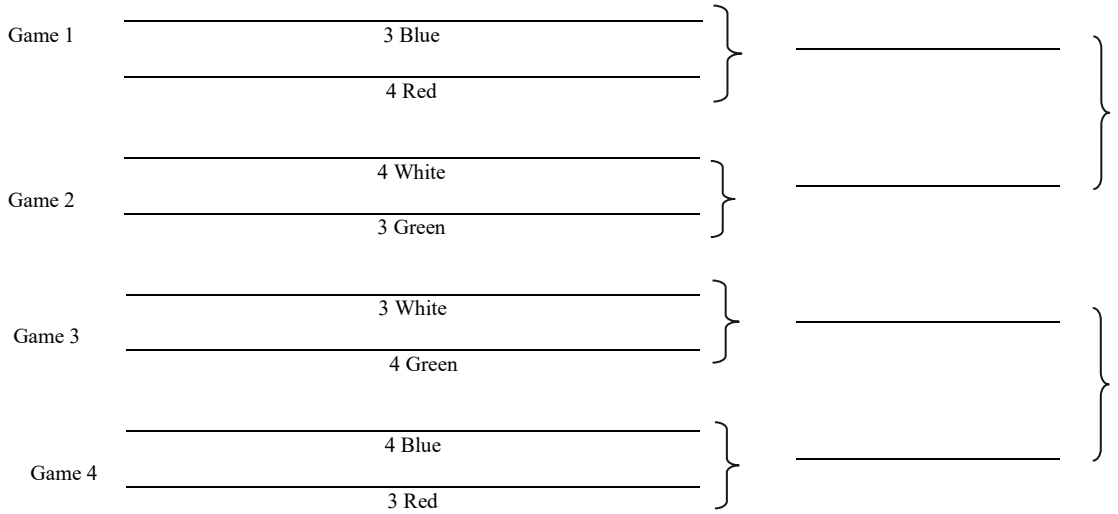
Option B: None at this time

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:



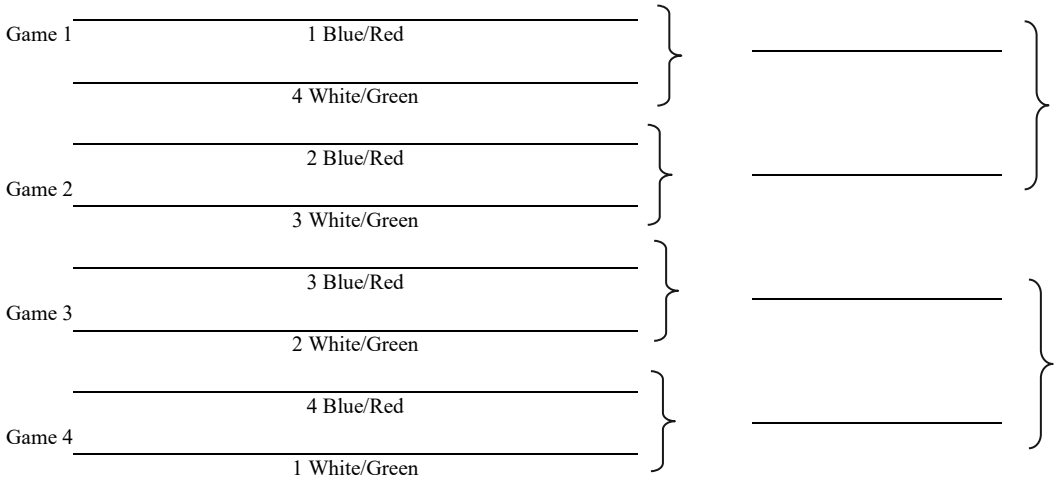
- The consolation bracket in the quarterfinal round will be formatted as follows:



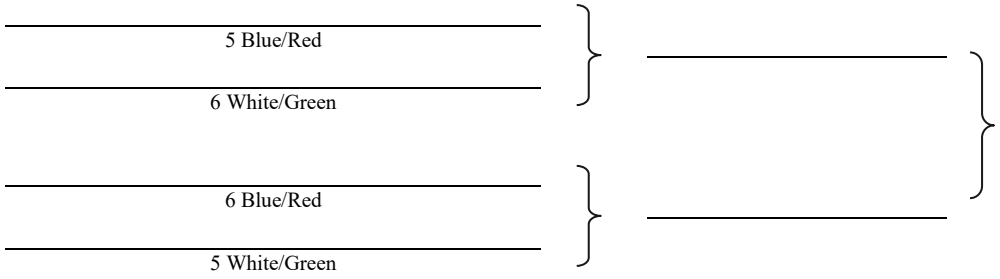
Option B: During the preliminary pool play round, there will be four pools of four teams each. Pool members do not play each other. Instead, they play the four members of a companion pool. The four members of the Blue pool play the four teams in the Red pool. White pool members play those in the Green pool. After each team completes its four pool games, the eight teams within each set of companion pools are ranked from 1st to 8th using the "Companion and External Tie Breaker" methodology spelled out in Rule 12(A).

The top four teams in each eight-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 semi-finals, and the 7th and 8th place teams in each companion pool are slotted into the 13th–16th place semi-finals.

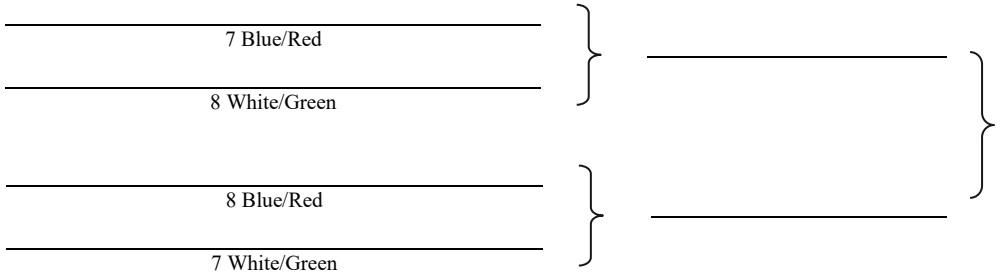
- **Championship Bracket** The 1st–8th place championship bracket quarterfinals will be formatted as follows:



- **9th–12th place semi-final**:



- **13th–16th place semi-final**:

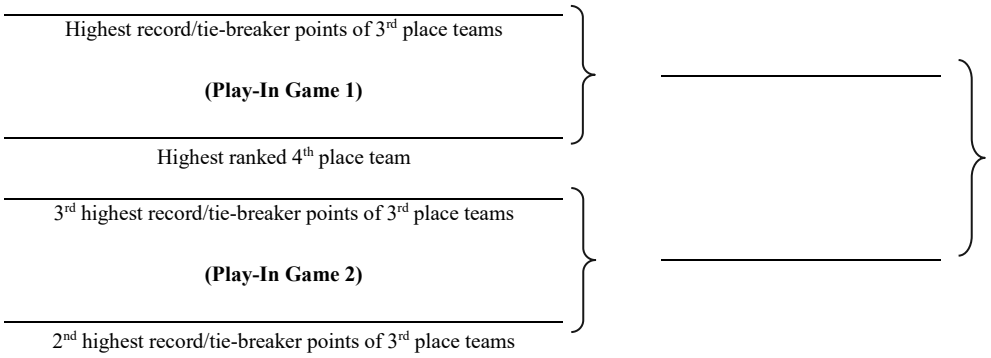


19) **Seeding Teams in Championship and Consolation Brackets in 18-Team Fields.** During the preliminary pool play round, there will be six pools of three teams each. In an 18-team field, pool members do not play each other. Instead, they play the three members of a companion pool. The three members 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 using the "Companion and External Pool Tie Breaker" methodology outlined in Rule 12(A).

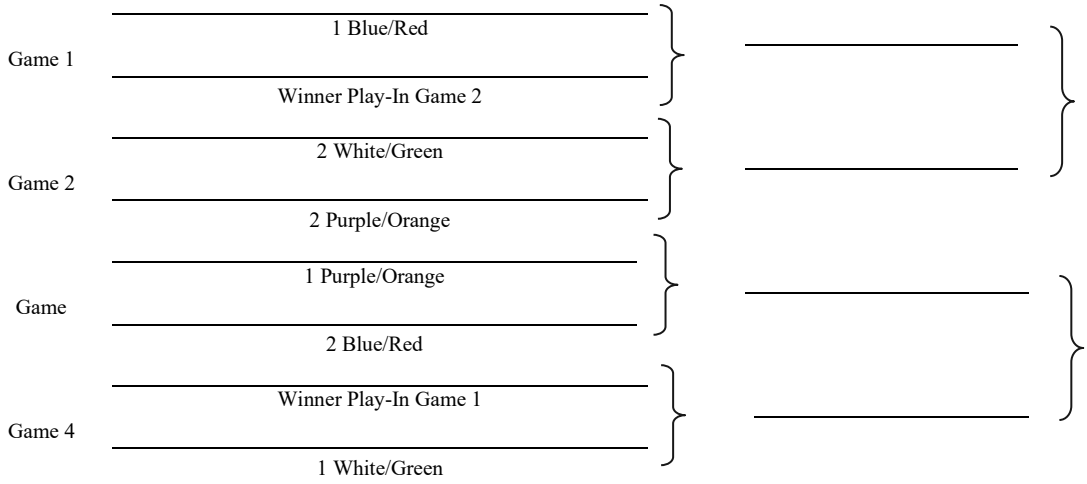
- **Championship Bracket.** The top two teams in each six-team set of companion pools automatically advance to the 8-team championship bracket. Meanwhile, the three 3rd place teams from each set of companion pools, along with the highest seeded 4th place team [determined by using the same Rule 12(A) methodology described above], participate in a play-in game to the remaining two slots in the championship bracket quarterfinals.

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 four teams that participate in the championship bracket play-in games, who play a total of seven games.

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



- The championship bracket quarterfinals will be formatted as follows:



- **<u>Consolation Bracket.</u>** The losers of the two play-in games, and the two 4th place teams that did not qualify to participate in the play-in games, play each other on a round-robin basis for 9th through 12th place.

- **<u>13th-18th Place Bracket</u>**. The six teams that placed either in 5th or 6th place in each set of companionship pools will play their last three games of the tournament in the 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 as follows:

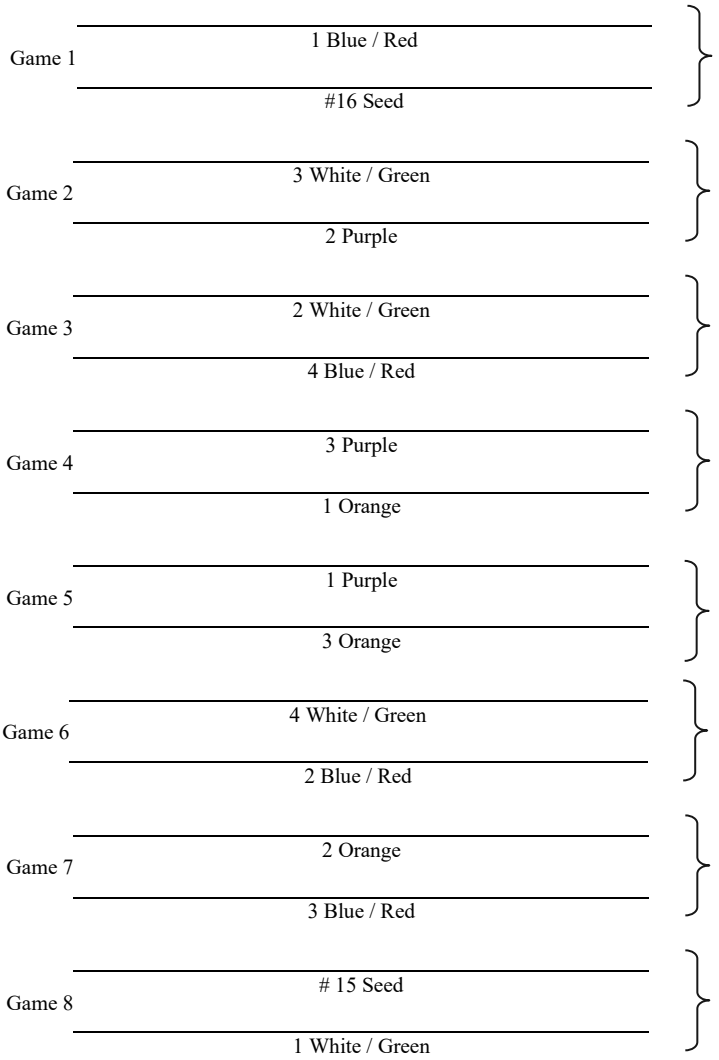
<u>Pool A</u>	**<u>Pool B</u>**
5 Blue/Red	6 Blue/Red
5 Purple/Orange	6 Purple/Orange
6 White/Green	5 White/Green

After pool play, the teams will be ranked 1st, 2nd or 3rd in each pool, using the "Internal Pool Tie Breaker" methodology in Rule 12(B). The top ranked team 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.

20) **Seeding Teams in Championship and Consolation Brackets in 20-Team Fields.** During the preliminary pool play round, there will be four pools of three teams each (Blue, Red, White and Green) and two pools of four teams each (Purple and Orange). Each team will play three pool games. In the Purple and Orange pools, the four teams in each pool will play the other three members of its pool. The other four pools of three teams each do not play each other, but rather three teams from a companion pool: the three teams in the Blue Pool play the three teams in the Red Pool and the three teams in the White Pool play the three Green Pool members. After each team completes its three pool games, the six teams within each set of two companion pools are ranked from 1st to 6th using the "Companion and External Pool Tie Breaker" methodology described in Rule 12(A). Meanwhile, in the Purple Pool and the Orange Pool, the four teams in each pool will be ranked after pool play from 1st to 4th using the "Internal Pool Tie Breaker" methodology outlined in Rule 12(B).

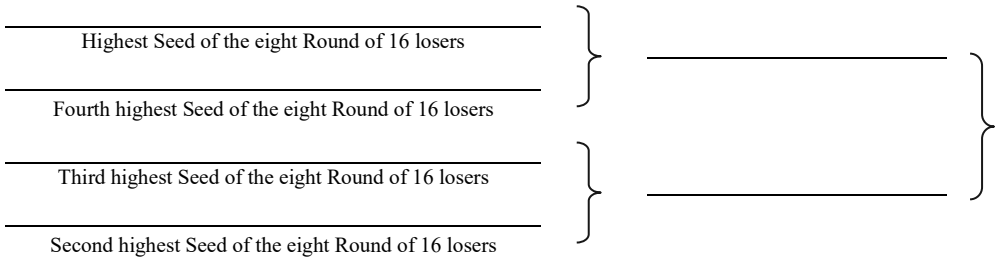
After pool play, the top three teams in both the Purple Pool and the Orange Pool, and the top four finishing teams in each set of companion pools (Blue/Red and White/Green) are automatically seeded into the Round of 16 championship bracket. The six remaining teams – the two 5th and the two 6th place finishers in each of the two companion pools, and the 4th place finisher in both the Purple Pool and the Orange Pool – are ranked in order of finish, using the Rule 12(A) methodology, so that we have seeds running from #15 to #20. Note that when applying this tie breaker, it is possible for a 6th place team in a companion pool or a 4th place finisher in the Purple or Orange Pool, to get seeded ahead of a 5th place team in a companion pool.

The championship bracket Round of 16 will be formatted as follows:

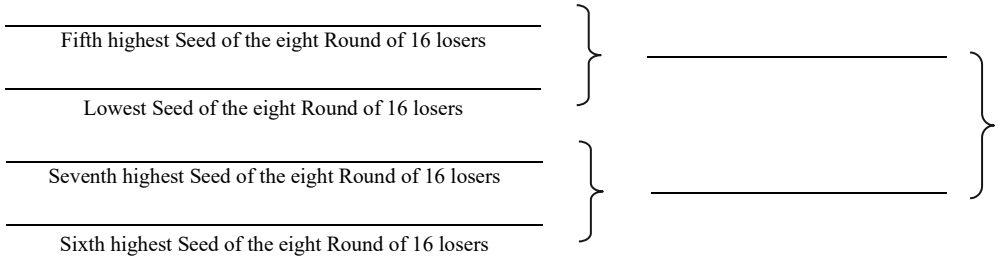


After the Round of 16 games have concluded, the eight losing teams will be formatted directly into two separate semi-final brackets as follows:

- **9th–12th place semi-final**:

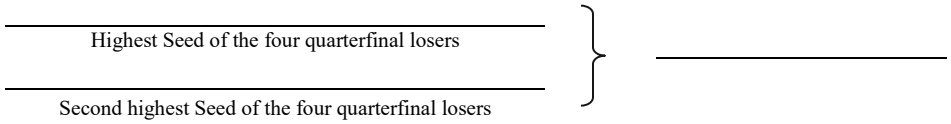


- **13th–16th place semi-final**:

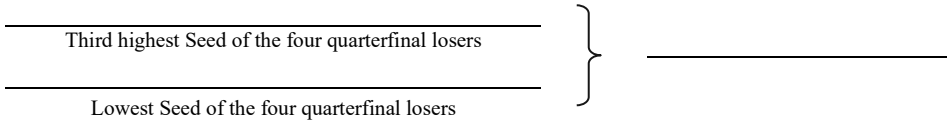


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted directly into the fifth and seventh place games as follows:

- **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). The Rule 12(A) tie breaker methodology will be used to rank teams after each round of play. Both Rule 12(A) and 12(B) tie breaker procedures will be employed as appropriate (depending on whether the tied teams played each other).

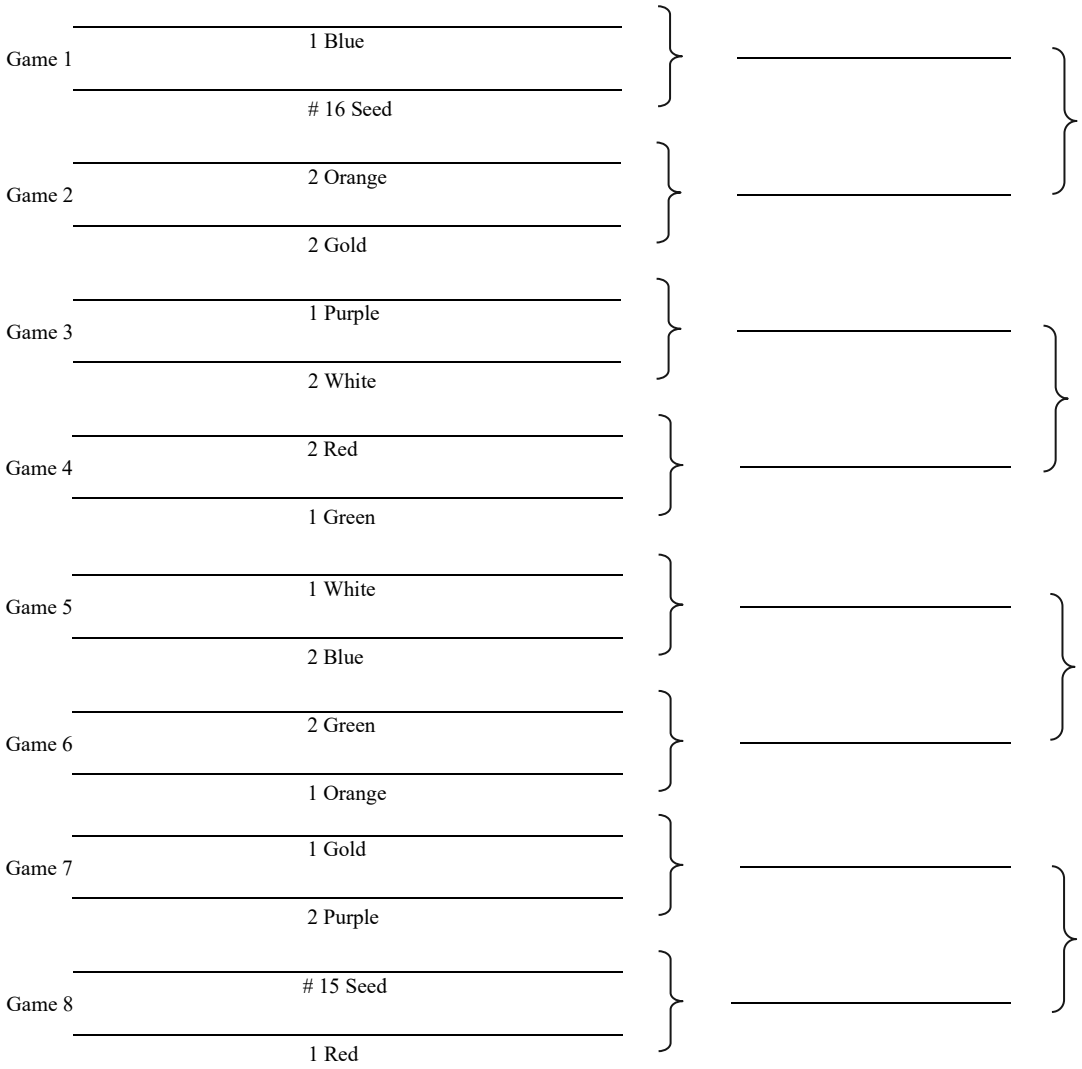
Seeds #17 to #20 play each other on a round robin basis for 17th to 20th place. Rule 12(B) tie breaker procedure will determine the order of finish after this second round of pool play is completed.

In the 20-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 16 teams in this field play six total games -- three in pool play and three post-pool.

21) **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 be determined using the "Internal Pool Tie Breaker" methodology described in Rule 12(B). These two teams 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:

- Using the "Companion and External Pool Tie Breaker" methodology described in Rule 12(A), the top two seeds (# 15 and # 16) will advance to the 16-team championship/ consolation bracket Round of 16.
- 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 order of finish in the friendship bracket will be determined by use of the "Internal Pool Tie Breaker" methodology as outlined in Rule 12(B).

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.

22) **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, these four teams will play each other. The other six pools of three teams each do not play each other, but rather three teams from 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 Purple v. Orange. After each team completes its three pool games, the six teams within each set of

three companion pools are ranked from 1st to 6th using the "Companion and External Pool Tie Breaker" methodology described in Rule 12(A). Meanwhile, in the Gold Pool, the four teams will be ranked after pool play from 1st to 4th using the "Internal Pool Tie Breaker" methodology outlined in Rule 12(B).

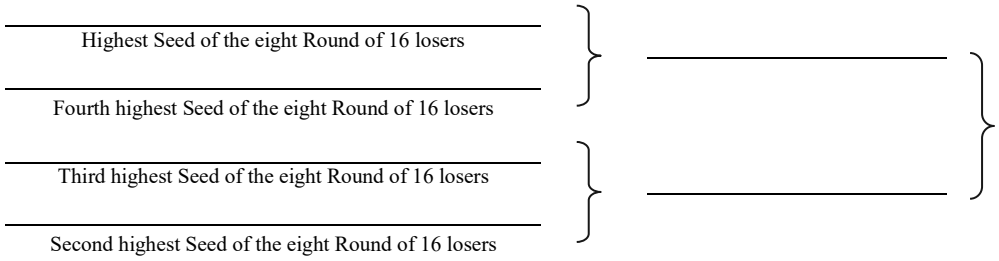
After pool play, the top three teams in the Gold Pool, and the top four finishing teams in each set of companion pools (Blue/Red, White/Green and Purple/Orange) are automatically seeded into the Round of 16 championship bracket. The seven remaining teams – the three 5th and the three 6th place finishers in each of the three companion pools, and the 4th place finisher in the Gold Pool – are ranked in order of finish, using the Rule 12(A) methodology, so that we have seeds running from #16 to #22. Note that when applying this tie breaker, it is possible for a 6th place team in a companion pool or the 4th place finisher in the Gold Pool, to get seeded ahead of a 5th place team in a companion pool.

The championship bracket Round of 16 will be formatted as follows:

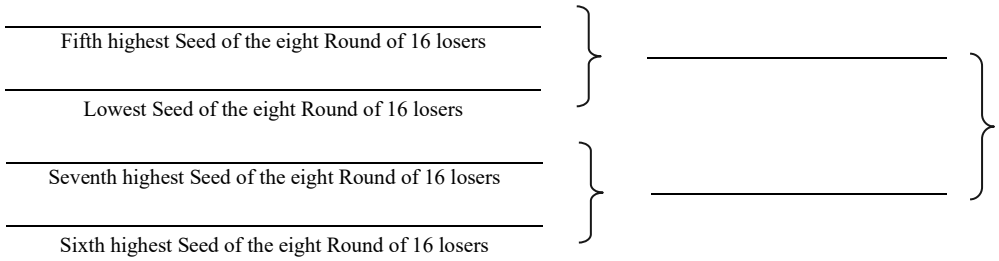
Game 1	1 Blue / Red	
	#16 Seed	
Game 2	3 Purple / Orange	
	2 White / Green	
Game 3	2 Purple / Orange	
	4 White / Green	
Game 4	4 Blue / Red	
	1 Gold	
Game 5	1 Purple / Orange	
	3 Gold	
Game 6	3 White / Green	
	2 Blue / Red	
Game 7	2 Gold	
	3 Blue / Red	
Game 8	4 Purple / Orange	
	1 White / Green	

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

- **9th–12th place semi-final**:

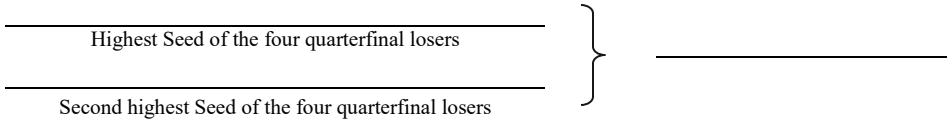


- **13th–16th place semi-final**:

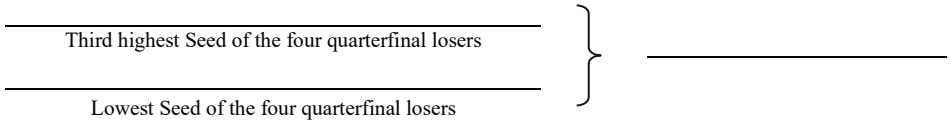


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted directly into the fifth and seventh place games as follows:

- **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). The Rule 12(A) tie breaker methodology will be used to rank teams after each round of play. Both Rule 12(A) and 12(B) tie breaker procedures will be employed as appropriate (depending on whether the tied teams played each other).

Seeds #17, #18, #19, #20, #21 and #22 will play their last three games of the tournament in the 17th-22nd place bracket. These six teams will be placed into two pools of three, with each poolmate playing each other poolmate for two total pool games as follows:

Pool A	**Pool B**
#17 Seed	#18 Seed
#20 Seed	#19 Seed
#21 Seed	#22 Seed

After pool play, the order of finish in each pool will be determined by use of Rule 12(B) tie breaker procedures. The top ranked team from each pool will play for 17th place, the two second-place teams for 19th place and the two third-place teams for 21st place.

In the 22-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 18 teams in this field play six total games -- three in pool play and three post-pool.

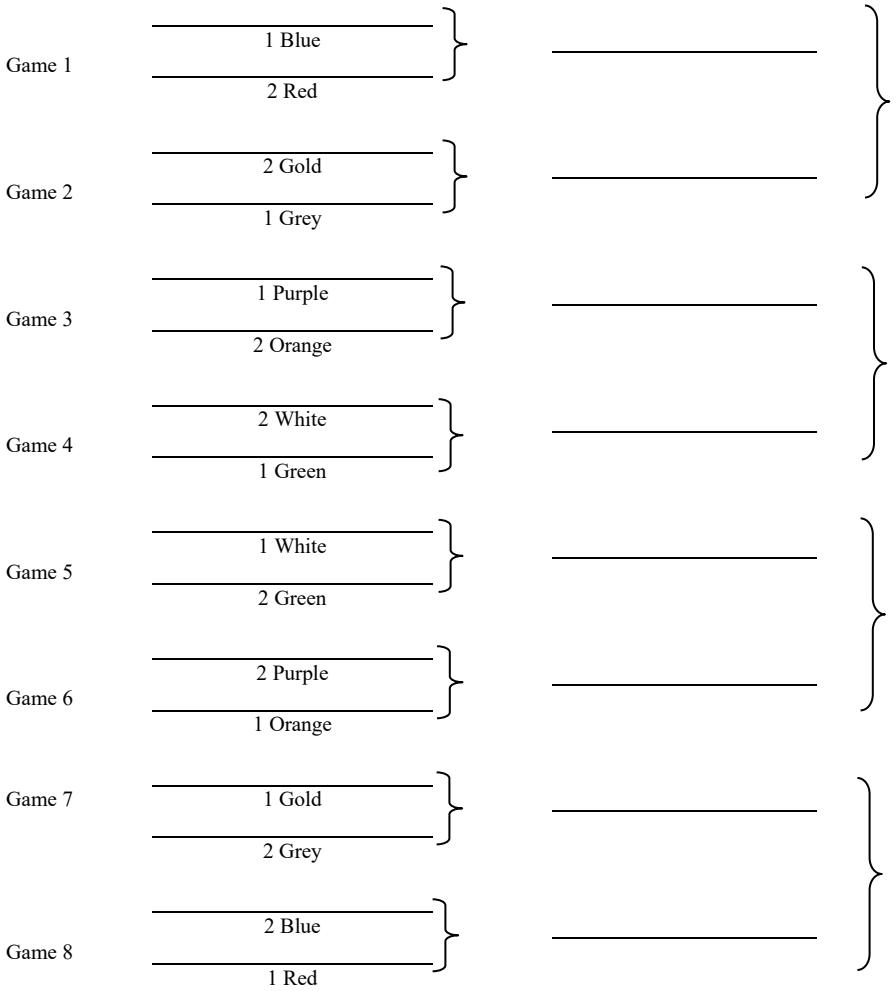
23) **Seeding Teams in Championship and Consolation Brackets in 24-Team Fields.** Tournament organizers will use two alternative methods to format a 24-team field. The primary consideration in determining which format to use in a given situation will focus on geographic considerations. Where the field 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 2026 WSICTs, the tournaments listed will utilize the following formats:

Option A: None at this time

Option B: None at this time

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:

Pool A	Pool B
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 #12 to determine the order of finish within this second round of pool play. The final (6^{th}) game for each team will be as follows:

- **Consolation Championship:**

Winner of Pool A

Winner of Pool B

- **19th Place Game:**

2nd Place Team, Pool A

2nd Place Team, Pool B

- **21st Place Game:**

3rd Place Team, Pool A

3rd Place Team, Pool B

- **23rd Place Game:**

4th Place Team, Pool A

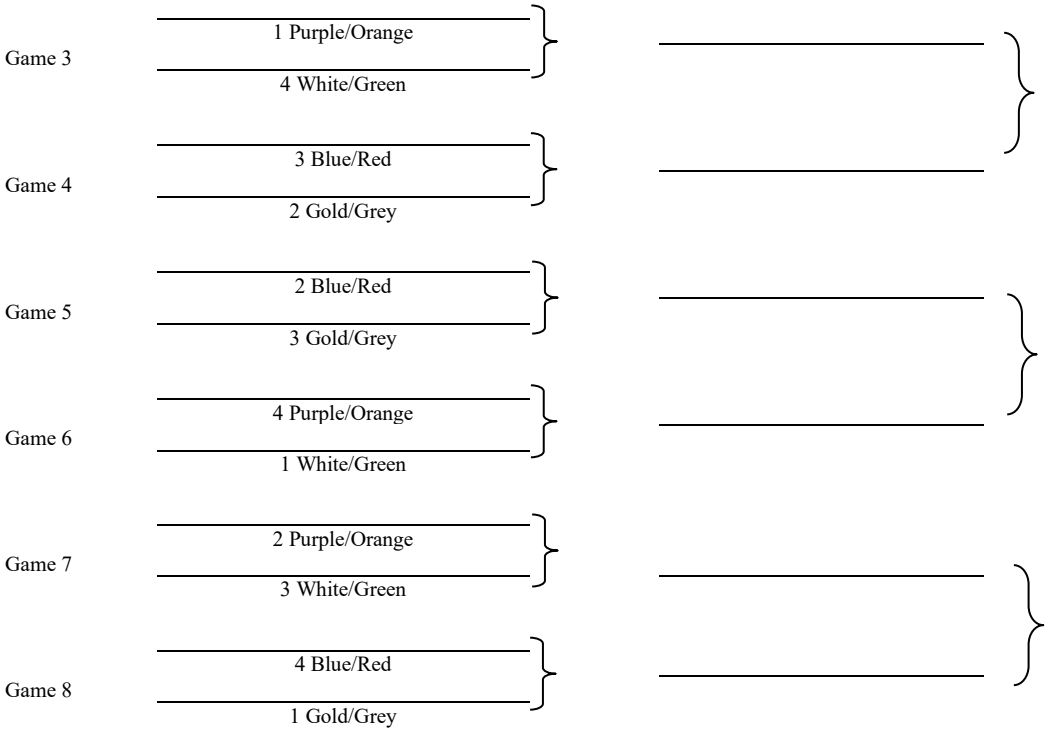
4th Place Team, Pool B

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 each team completes its three pool games, the six teams within each set of companion pools are ranked from 1^{st} to 6^{th} using the "Companion and External Pool Tie Breaker" methodology described in Rule 12(A). The top four teams from each set of six-team companion pools are seeded into a Round of 16 championship bracket with the 5^{th} and 6^{th} place teams in each six-team companion pool seeded into the 17^{th}-24^{th} place quarterfinals.

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

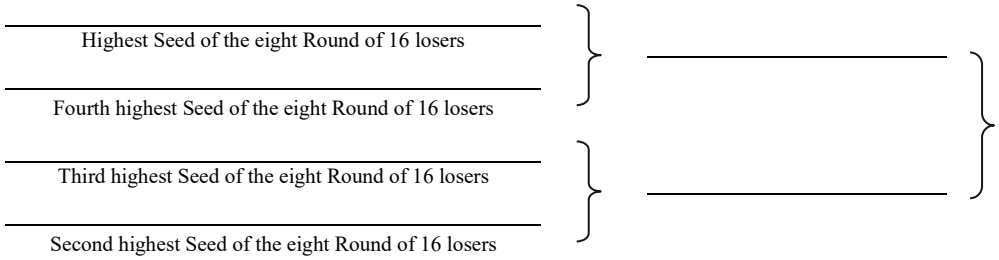
Game 1: 1 Blue/Red / 4 Gold/Grey

Game 2: 3 Purple/Orange / 2 White/Green

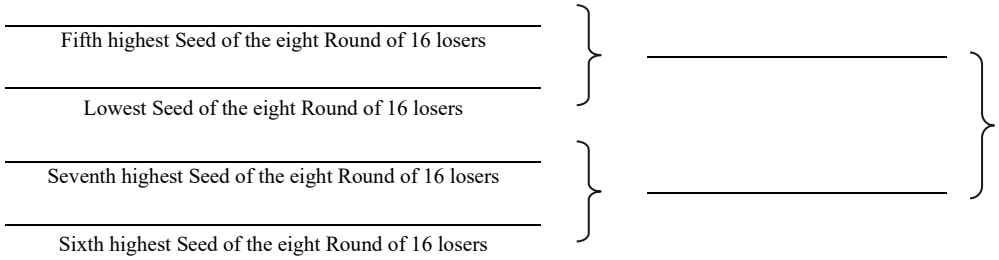


After the Round of 16 games have concluded, the eight losing teams will be formatted directly into two separate consolation semi-final brackets as follows:

- **9th–12th place semi-final**:

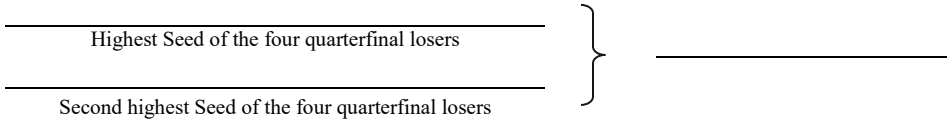


- **13th–16th place semi-final**:

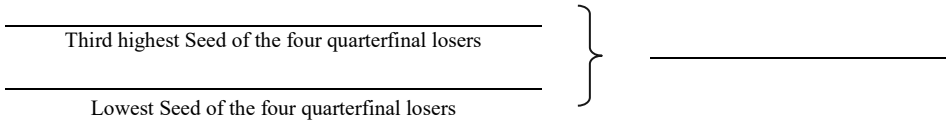


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted directly into the fifth and seventh place games as follows:

- **Fifth place game**:

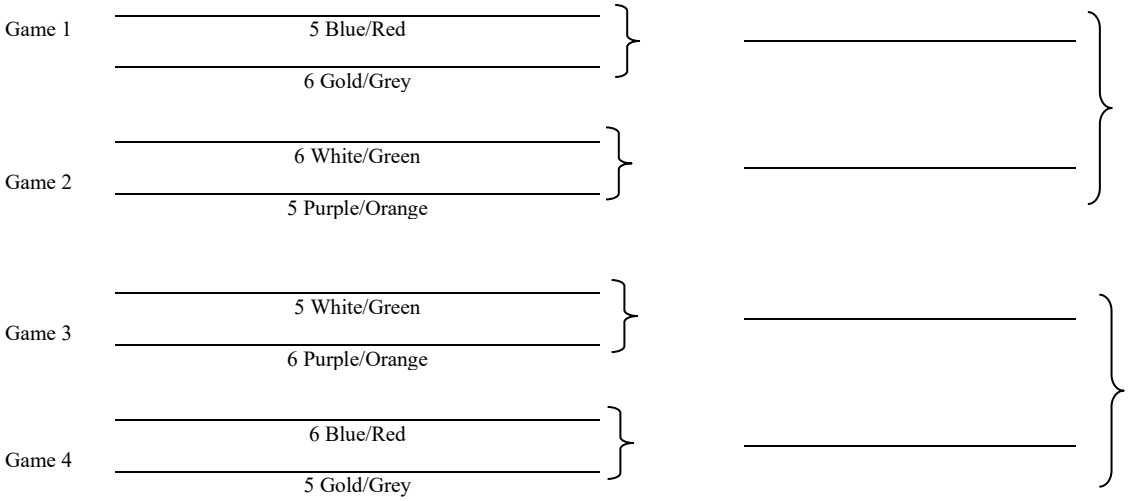


- **Seventh place game**:



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). The Rule 12(A) tie breaker methodology will be used to rank teams after each round of pool play. The Rule 12(B) tie breaker procedures will also be employed where appropriate (depending on whether the tied teams played each other).

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



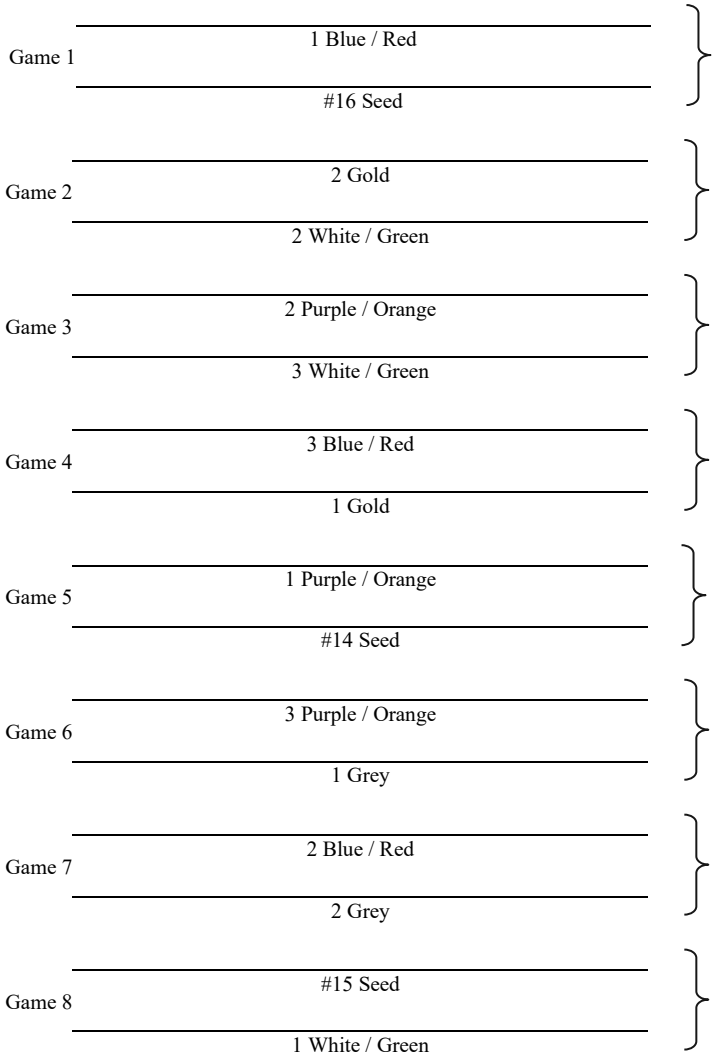
In this 24-team field, all teams that advance to the 1st–4th place semi-finals play a total of seven games in the tournament – three in pool play and four in the championship bracket. The remaining 20 teams in this field play six total games – three in pool play and three post-pool.

24) **Seeding Teams in Championship and Consolation Brackets in 26-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 two pools of four teams (Gold and Grey). Each team will play three pool games. In the Gold and Grey Pools, each of these four teams will play each other. The other six pools of three teams each do not play each other, but rather three teams from 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 Purple v. Orange. After each team completes its three pool games, the six teams within each set of three companion pools are ranked from 1st to 6th using the "Companion and External Pool Tie Breaker" methodology described in Rule 12(A). Meanwhile, in the Gold and Grey Pools, the four teams in each pool will be ranked from 1st to 4th using the "Internal Pool Tie Breaker" methodology outlined in Rule 12(B).

After pool play, the top two teams in both the Gold and Grey Pools, and the top three finishing teams in each set of companion pools (Blue/Red, White/Green and Purple/Orange) are automatically seeded into the Round of 16 championship bracket. The 13 remaining teams – the three 4th, three 5th and three 6th place finishers in each of the three companion pools, and the 3rd and 4th place finishers in the Gold and Grey Pools – are ranked in order of finish, using the Rule 12(A) methodology, so that we have seeds running from #14 to #26. Note that when applying this tie breaker, it is possible for a 5th or 6th

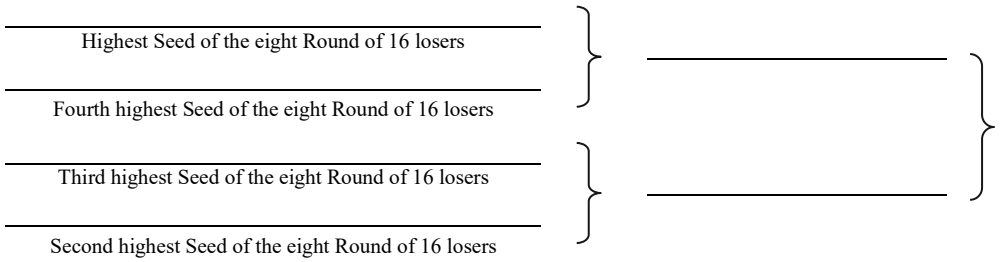
place team in a companion pool or a 4th place finisher in the Gold or Grey Pool, to get seeded ahead of a higher finishing team in another companion pool, or the 3rd place finisher in the Gold or Grey Pools.

The championship bracket Round of 16 will be formatted as follows:

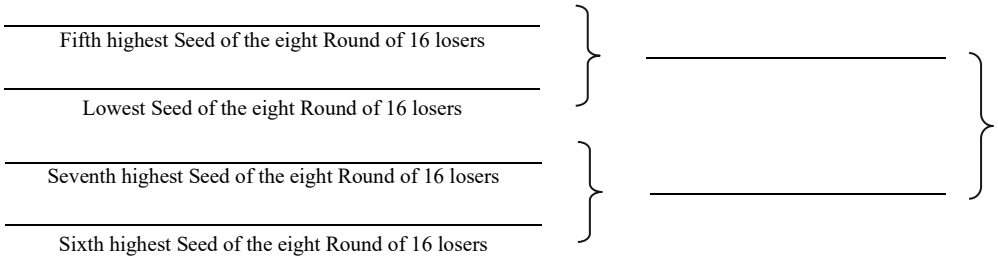


After the Round of 16 games have concluded, the eight losing teams will be formatted directly into two separate semi-final brackets as follows:

- **9th–12th place semi-final**:

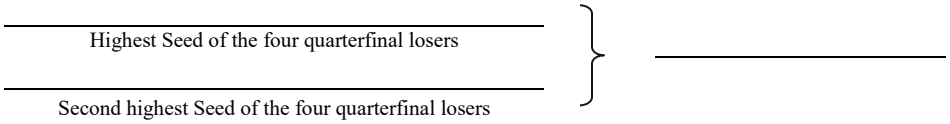


- **13th–16th place semi-final**:

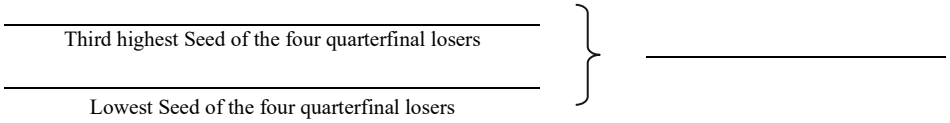


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted directly into the fifth and seventh place games as follows:

- **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). The Rule 12(A) tie breaker methodology will be used to rank teams after each round of play. Both Rule 12(A) and 12(B) tie breaker procedures will be employed as appropriate (depending on whether the tied teams played each other).

- **Upper Consolation Bracket**. Seeds #17 to #20, as described above, play each other on a round robin basis for 17th to 20th place. Rule 12(B) tie breaker procedures will determine the order of finish after this second round of pool play has been completed.

- **Lower Consolation Bracket**. Seeds #21, #22, #23, #24, #25 and #26, will play their last three games of the tournament in the lower consolation bracket. These six teams will be placed into two pools of three, with each poolmate playing each other poolmate for two total pool games as follows:

Pool A	Pool B
#21 Seed	#22 Seed
#24 Seed	#23 Seed
#25 Seed	#26 Seed

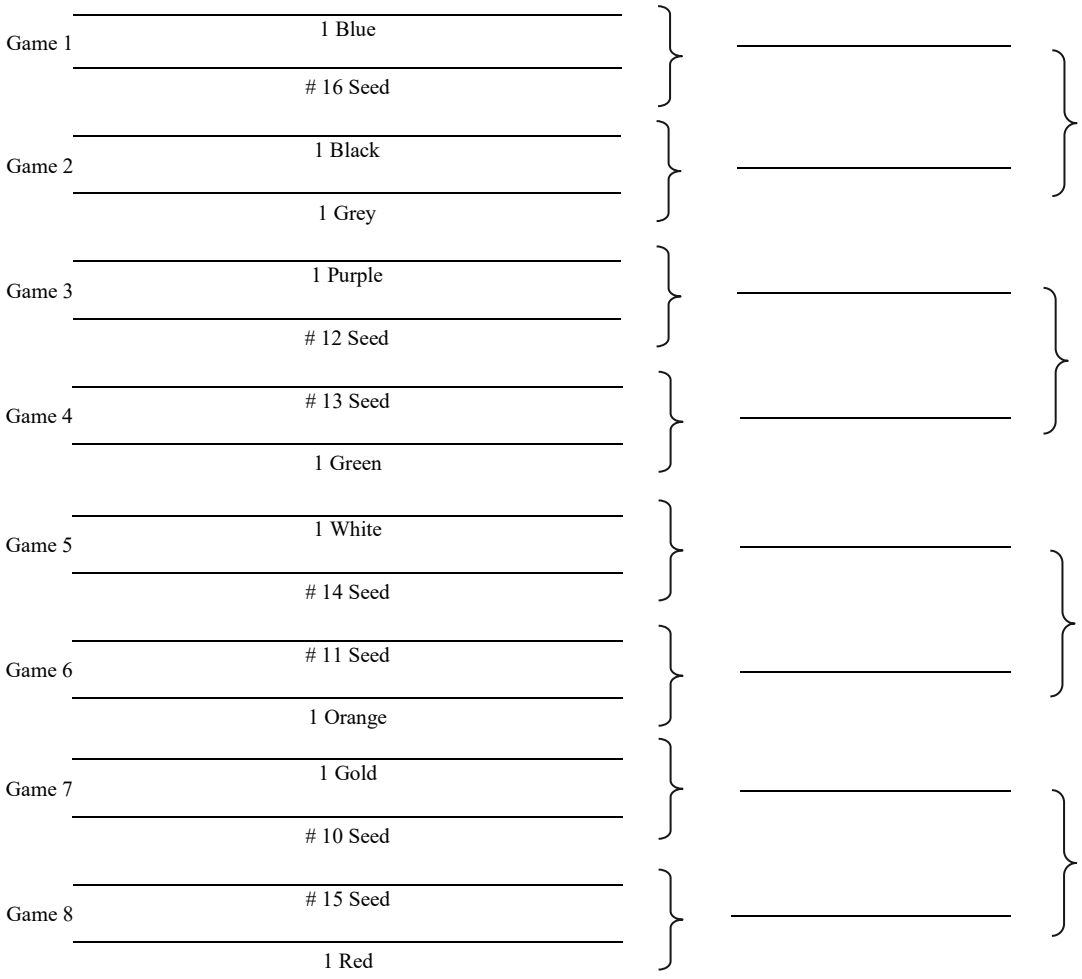
After pool play, the order of finish in each pool will be determined by use of Rule 12(B) tie breaker procedures. The top ranked team from each pool will play for 21st place, the two second-place teams for 23rd place and the two third-place teams for 25th place.

In the 26-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 22 teams in this field play six total games -- three in pool play and three post-pool.

25) **<u>Seeding Teams in Championship and Consolation Brackets in 27-Team Fields.</u>** During the preliminary pool play round, there will be nine pools of three teams each. After pool play is completed, places in each pool will be determined using the "Internal Pool Tie Breaker" methodology described in Rule 12(B).

After pool play, the top team from each of the nine pools is automatically seeded into the Round of 16 championship bracket. The 18 remaining teams – all 2nd and 3rd place finishers – are ranked in order of finish, using the Rule 12(A) methodology, so that we have seeds running from #10 to #27. Note that when applying this tie breaker, it is possible for a 3rd place team in one pool to get seeded ahead of a 2nd place team from another pool.

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



- **<u>17th – 22nd Place Upper Consolation Bracket</u>**. Seeds #17, #18, #19, #20, #21 and #22, will play their last four games of the tournament in the 17th-22nd place bracket. These six teams will be placed into two pools of three, with each poolmate playing each team in the opposite pool for three total pool games as follows:

<u>Pool A</u>	⟷	**<u>Pool B</u>**
# 17 Seed		# 18 Seed
# 20 Seed		# 19 Seed
# 21 Seed		# 22 Seed

After this round of pool play, the order of finish in the combined six team companion pools will be determined by use of Rule 12(A) tie breaker procedures. The top two ranked teams from the companion pool will play for 17th place, the next two for 19th place and the last two for 21st place.

- **23rd – 27th Place Lower Consolation Bracket**. Seeds #23 to #27, as described above, play each other on a round robin basis for 23rd to 27th. Rule 12(B) tie breaker procedures will determine the order of finish after this second round of pool play has been completed.

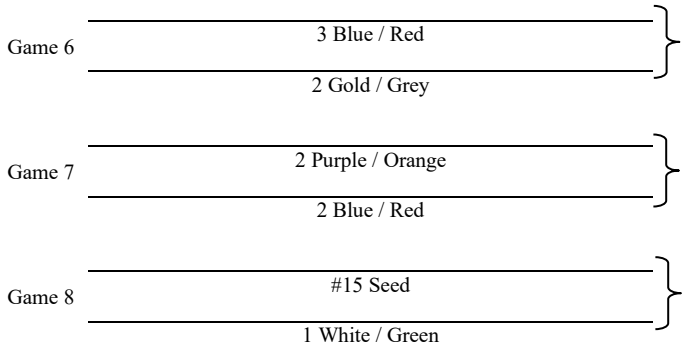
  In the 27-team field, all teams play six total games - - two in pool play and four post-pool.

26) **Seeding Teams in Championship and Consolation Brackets in 28-Team Fields.** During the preliminary round of pool play, there will be eight pools of three teams each (Blue, Red, White, Green, Purple, Orange, Gold and Grey) and one pool of four teams (Black). Each team will play three pool games. In the Black Pool, each of these four teams will play each other. The other eight pools of three teams each do not play each other, but rather three teams from 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, Purple v. Orange and Gold v. Grey. After each team completes its three pool games, the six teams within each set of four companion pools are ranked from 1st to 6th using the "Companion and External Pool Tie Breaker" methodology described in Rule 12(A). Meanwhile, in the Black Pool, these four teams will be ranked from 1st to 4th using the "Internal Pool Tie Breaker" methodology outlined in Rule 12(B).

  After pool play, the top two finishing teams in the Black Pool, and the top three finishing teams in each set of companion pools (Blue/Red, White/Green, Purple/Orange and Gold/Grey) are automatically seeded into the Round of 16 championship bracket. The 14 remaining teams – the four 4th, four 5th and four 6th place finishers in each of the four companion pools, and the 3rd and 4th place finishers in the Black Pool – are ranked in order of finish, using the Rule 12(A) methodology, so that we have seeds running from #15 to #28. Note that when applying this tie breaker, it is possible for a 5th or 6th place team in a companion pool or a 4th place team in the Black Pool, to get seeded ahead of a higher finishing team in another companion pool, or the 3rd place finisher in the Black Pool.

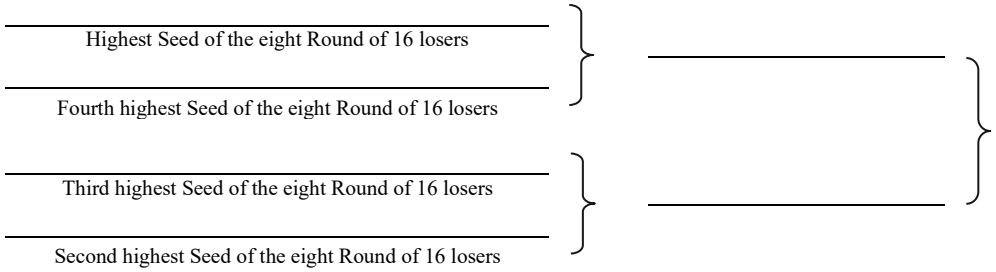
  The championship bracket Round of 16 will be formatted as follows for the first game:



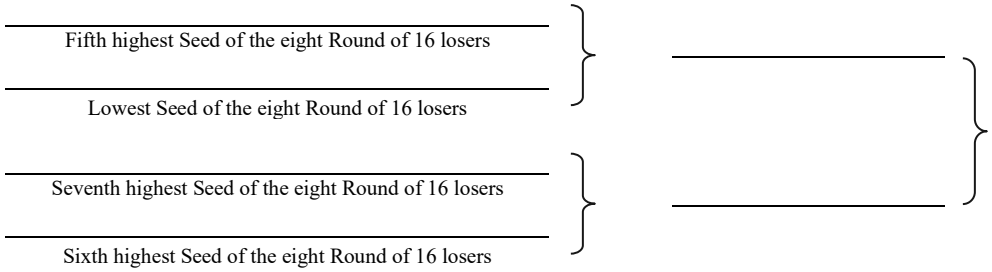


After the Round of 16 games have concluded, the eight losing teams will be formatted directly into two separate consolation semi-final brackets as follows:

- **9th–12th place semi-final**:

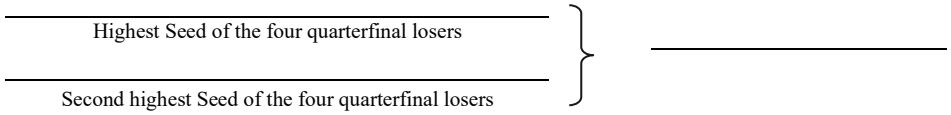


- **13th–16th place semi-final**:

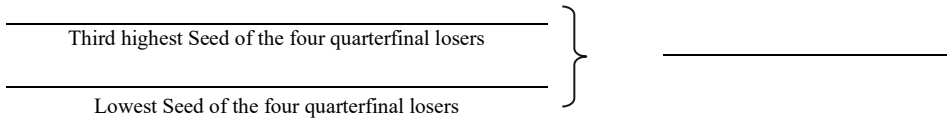


Likewise, after the championship bracket quarterfinals, the four losing teams will be formatted directly into the fifth and seventh place games as follows:

- **Fifth place game**:

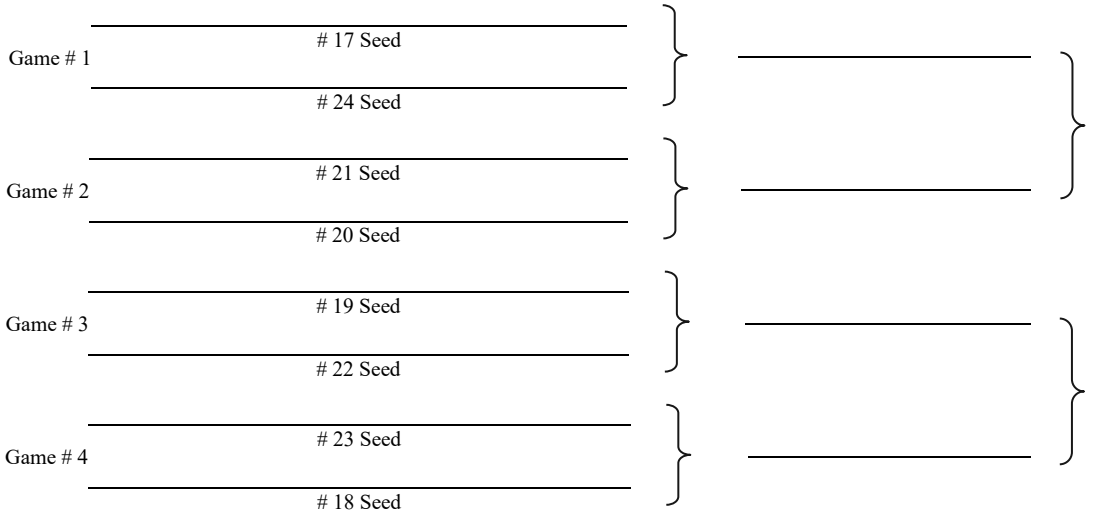


- **Seventh place game**:



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). The Rule 12(A) tie breaker methodology will be used to rank teams after each round of play. Both Rule 12(A) and 12(B) tie breaker procedures will be employed as appropriate (depending on whether the tied teams played each other).

- **<u>Upper Consolation Bracket</u>**. Seeds #17 to #24, as described above, are bracketed into the 17th-24th place quarterfinal as follows:



- **<u>Lower Consolation Bracket</u>**. Seeds #25 through #28 play each other on a round robin basis for places 25th, 26th, 27th and 28th. Rule 12(B) tie breaker procedure will determine the order of finish after this second round of pool play has concluded.

In the 28-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 24 teams in this field play six total games -- three in pool play and three post-pool.