

ISEA JV and VARSITY LEAGUES WEDNESDAYS - JULY 1 - JULY 29

JV TEAMS:		VARSITY:	
1. Stoughton	4. Marshall	1. Stoughton	6. Fort Atkinson
2. Fort Atkinson	5. Sun Prairie	2. McFarland	7. Deerfield
3. Oregon	6. LaFollette	3. Oregon	8. Abundant Life
		4. Lakeside Lutheran	9. Whitewater
		5. Sun Prairie	10. Waunakee

***ALL GAMES PLAYED AT THE IMPACT SPORTS ENHANCEMENT ACADEMY
2300 HWY 51-138, STOUGHTON, WI 53589**

WEEK 1: JULY 1

TIME	ISEA 1	ISEA 2	ISEA 3	ISEA 4
4:00 PM				
5:00 PM	1 vs 2	3 vs 4	5 vs 6	7 vs 8
6:00 PM	9 vs 10	1 vs 2	3 vs 4	5 vs 6
7:00 PM	2 vs 3	1 vs 4	5 vs 7	6 vs 9
8:00 PM	8 vs 10	2 vs 3	4 vs 5	1 vs 6
9:00 PM				

WEEK 2: JULY 8

TIME	ISEA 1	ISEA 2	ISEA 3	ISEA 4
4:00 PM				
5:00 PM	8 vs 9	6 vs 7	4 vs 5	1 vs 3
6:00 PM	2 vs 10	1 vs 3	4 vs 6	2 vs 5
7:00 PM	5 vs 8	7 vs 9	3 vs 10	2 vs 4
8:00 PM	1 vs 6	1 vs 4	3 vs 5	2 vs 6
9:00 PM				

WEEK 3: JULY 15

TIME	ISEA 1	ISEA 2	ISEA 3	ISEA 4
4:00 PM				
5:00 PM	1 vs 5	2 vs 6	3 vs 7	4 vs 8
6:00 PM	5 vs 9	3 vs 6	2 vs 4	1 vs 5
7:00 PM	6 vs 10	2 vs 9	4 vs 7	3 vs 8
8:00 PM	1 vs. 10	1 vs 2	3 vs 4	5 vs 6
9:00 PM				

WEEK 4: JULY 22

TIME	ISEA 1	ISEA 2	ISEA 3	ISEA 4
4:00 PM				
5:00 PM	1 vs 7	2 vs 5	3 vs 6	4 vs 9
6:00 PM	6 vs 8	2 vs 3	4 vs 5	1 vs 6
7:00 PM	5 vs 10	1 vs 8	2 vs 7	3 vs 9
8:00 PM	4 vs 10	1 vs 4	3 vs 5	2 vs 6
9:00 PM				

WEEK 5: JULY 29

TIME	ISEA 1	ISEA 2	ISEA 3	ISEA 4
4:00 PM				
5:00 PM	1 vs 9	2 vs 8	3 vs 5	4 vs 6
6:00 PM	7 vs 10	3 vs 6	2 vs 4	1 vs 5
7:00 PM	3rd Place	5th Place	7th Place	9th Place
8:00 PM	CHAMP	1 vs 3	2 vs 5	4 vs 6
9:00 PM				

JV STANDINGS:		VARSITY STANDINGS:			
Stoughton	0' - 0'	Stoughton	0' - 0'	Fort Atkinson	0' - 0'
Fort Atkinson	0' - 0'	McFarland	0' - 0'	Deerfield	0' - 0'
Oregon	0' - 0'	Oregon	0' - 0'	Abundant Life	0' - 0'
Marshall	0' - 0'	Lakeside Lutheran	0' - 0'	Whitewater	0' - 0'
Sun Prairie	0' - 0'	Sun Prairie	0' - 0'	TBA	0' - 0'
LaFollette	0' - 0'		0' - 0'		0' - 0'

⚡ HIGH SCHOOL LEAGUE RULES:

1. Two 20 minute halves - Clock stops the last 2 minutes of each half - Clock will not stop in 2nd half if lead is 20+
2. 1 Full timeout each half (does not carry over to 2nd half if not used) - One 30 Second timeout anytime
3. Officials decision is final - No protests!
4. Technical Fouls - 2 points and the ball
5. If a team forfeits more than twice, they are removed from the league - NO REFUNDS!
6. Teams must provide their own balls for warm ups and games - No basketball provided
- 7. EACH TEAM MUST PROVIDE 1 SCOREKEEPER EACH GAME**
8. Overtime - 2 minutes, clock stops - 2nd overtime - First team to score 3 points wins
9. WIAA Rules