

Indy Hoops "Super Shoot Out" 2022

3A Pool Play Schedule

| DATE: 2/5/22 | TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13) | | | | Saturday | | |
|-----------------------------------|--|----|----|-------|--|---------|--------------------------------|
| | #1 | #2 | #3 | TOTAL | Schedule | Time | Location Brownsburg East MS |
| POOL: U | | | | | Noblesville Black vs Zionsville Silver | 2:00 PM | Main Gym |
| Noblesville Black | | | | | Beaver Creek vs HSE Blue | 2:00 PM | Auxiliary Gym |
| Zionsville Silver | | | | | Zionsville Silver vs Beaver Creek | 4:00 PM | Auxiliary Gym |
| Beaver Creek | | | | | HSE Blue vs Noblesville Black | 5:00 PM | Auxiliary Gym |
| HSE Blue | | | | | | | |
| All Teams Advance to Bracket Play | | | | | | | |

| DATE: 2/4/22 | TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13) | | | | Friday | | |
|-----------------------------------|--|----|----|-------|--|---------|------------------------------|
| | #1 | #2 | #3 | TOTAL | Schedule | Time | Location Avon High School |
| POOL: V | | | | | Center Grove White vs Avon Gold | 5:30 PM | Fieldhouse #3 |
| Center Grove White | | | | | Carmel Blue vs Zionsville Green | 6:30 PM | Fieldhouse #3 |
| Avon Gold | | | | | Zionsville Green vs Center Grove White | 7:30 PM | Fieldhouse #3 |
| Carmel Blue | | | | | Avon Gold vs Carmel Blue | 8:30 PM | Fieldhouse #3 |
| Zionsville Green | | | | | | | |
| All Teams Advance to Bracket Play | | | | | | | |

2-12 minute halves, 1st OT 2 minute, 2nd OT Sudden Death

Timeouts - 2 Fulls and 2 - 30 Second Timeouts per Game and 1 - 30 second TO in OT, No TO in Sudden Death

3 Minute Warm Up - 3 Minute Half Time

No Press or 1/2 Court Trap until last 2 minutes of the a game. No press or trap with 20 point lead.

Running Clock with a 20 Point Lead - 2nd Half Only. See tournament rules for 3rd grade "A" and "B" Divisions

Home Team is listed first and will wear white or light-colored uniform

HOME TEAM MUST SUPPLY BOOKKEEPER; VISITING TEAM MUST SUPPLY CLOCK KEEPER.

* If more than two teams tie in Pool Play, the point differential tie breaker will be applied.

* If two teams tie and did not play in Pool Play, the point differential tie breaker will be applied.

* If a tie still remains a coin flip will determine the tie breaker