

# Indy Hoops "Super Shoot Out" 2019

## 3B Pool Play Schedule

Friday 2/1/19 & Saturday 2/2/19 @ Avon High School

DATE: Friday 2/1/19	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				Schedule	Time	Avon High School
	#1	#2	#3	TOTAL			
<b>POOL: E</b>					Tri West vs Avon Black	6:00 PM	Fieldhouse #1
Tri West					Zionsville Silver vs Center Grove Black	6:00 PM	Fieldhouse #3
Avon Black					Avon Black vs Zionsville Silver	8:00 PM	Fieldhouse #1
Zionsville Silver					Center Grove Black vs Tri West	8:00 PM	Fieldhouse #3
Center Grove Black							
All Teams Advance to Bracket Play							

DATE: Friday 2/1/19	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				Schedule	Time	Avon High School
	#1	#2	#3	TOTAL			
<b>POOL: F</b>					Danville White vs Carmel White	7:00 PM	Fieldhouse #1
Danville White					Center Grove Red vs Greencastle	7:00 PM	Fieldhouse #3
Carmel White					Carmel White vs Center Grove Red	9:00 PM	Fieldhouse #1
Center Grove Red					Greencastle vs Danville White	9:00 PM	Fieldhouse #3
Greencastle							
All Teams Advance to Bracket Play							

DATE: Saturday 2/2/19	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				Schedule	Time	Avon High School
	#1	#2	#3	TOTAL			
<b>POOL: G</b>					Pendleton Heights vs Danville Crimson	10:00 AM	Fieldhouse #1
Pendleton Heights					HSE White vs Pendleton Heights	12 Noon	Fieldhouse #1
HSE White					Danville Crimson vs HSE White	2:00 PM	Fieldhouse #1
Danville Crimson							
All Teams Advance to Bracket Play							

3 Minute Warm Up - 5 Minute Half Time

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

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

Running Clock with a 20 Point Lead - 2nd Half Only

No Press or 1/2 Court Trap with a 20 Point Lead

Indy Hoops Third Grade Rules Apply

Start games on the scheduled time, not early

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