

# Indy Hoops "Super Shoot Out" 2020

## 3B Pool Play Schedule

**Saturday 2/1/20 Brownsburg West Middle School & Lincoln Elementary School**

DATE: Saturday 2/1/20		TIE BREAKER RULES				Schedule	Time	
		Head-to-Head then Scoring (+13 or -13)						
POOL: S	#1	#2	#3	TOTAL				
Tri West					Tri West vs Center Grove Grey	3:00 PM	Brownsburg West MS - Main Gym	
Center Grove Grey					Center Grove Grey vs HSE White	4:00 PM	Brownsburg West MS - Main Gym	
HSE White					HSE White vs Tri West	6:00 PM	Brownsburg West MS - Main Gym	
All Teams Advance to Bracket Play								

DATE: Saturday 2/1/20		TIE BREAKER RULES				Schedule	Time	
		Head-to-Head then Scoring (+13 or -13)						
POOL: T	#1	#2	#3	TOTAL				
Center Grove Black					Center Grove Black vs Greencastle	4:00 PM	Brownsburg Lincoln Elem.	
Greencastle					Greencastle vs Avon Black	5:00 PM	Brownsburg Lincoln Elem.	
Avon Black					Avon Black vs Center Grove Black	6:00 PM	Brownsburg Lincoln Elem.	
All Teams Advance to Bracket Play								

DATE: Saturday 2/1/20		TIE BREAKER RULES				Schedule	Time	
		Head-to-Head then Scoring (+13 or -13)						
POOL: U	#1	#2	#3	TOTAL				
Danville					Danville vs Brownsburg Black	3:00 PM	Brownsburg Lincoln Elem.	
Brownsburg Black					Carmel Grey vs Danville	5:00 PM	Brownsburg West MS - Main Gym	
Carmel Grey					Brownsburg Black vs Carmel Grey	7:00 PM	Brownsburg West MS - Main Gym	
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

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