

Indy Hoops "Super Shoot Out" 2020

4B Pool Play Schedule

Friday 1/31/20 Pool Play @ Avon High School For Pools "AA" & "BB"

Friday 1/31/20 Pool Play @ Avon Intermediate East & West for Pool "CC"

DATE: Friday 1/31/20	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				Friday		
	#1	#2	#3	TOTAL	Schedule	Time	Court Avon High School
POOL: AA					Center Grove Grey vs Zionsville Silver	7:00 PM	Auxiliary Gym
Center Grove Grey					Danville vs Greencastle	7:00 PM	Fieldhouse #1
Zionsville Silver					Greencastle Center Grove Grey	9:00 PM	Auxiliary Gym
Danville					Zionsville Silver vs Danville	9:00 PM	Fieldhouse #1
Greencastle							
All Teams Advance to Bracket Play							

DATE: Friday 1/31/20	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				Friday		
	#1	#2	#3	TOTAL	Schedule	Time	Court Avon High School
POOL: BB					Avon White vs Zionsville White	7:00 PM	Fieldhouse #2
Avon White					Center Grove Black vs Lebanon	7:00 PM	Fieldhouse #3
Zionsville White					Lebanon vs Avon White	9:00 PM	Fieldhouse #2
Center Grove Black					Zionsville White vs Center Grove Black	9:00 PM	Fieldhouse #3
Lebanon							
All Teams Advance to Bracket Play							

DATE: Friday 1/31/20	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				Friday		
	#1	#2	#3	TOTAL	Schedule	Time	Court Avon Intermediate East
POOL: CC					Avon Black vs Tri West	6:00 PM	AIS East
Avon Black					Center Grove Red vs Fishers	7:00 PM	AIS East
Center Grove Red					Tri West vs Center Grove Red	8:00 PM	AIS East
Fishers					Fishers vs Avon Black	8:00 PM	AIS West
Tri West							
All Teams Advance to Bracket Play							

2-12 minute halves, 1st OT 2 minute, 2nd OT 1 Minute, 3rd 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 - 5 Minute Half Time

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

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

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