

# Indy Hoops "Super Shoot Out" 2017

## 5B Pool Play Schedule

### Friday & Saturday 2/3/17 & 2/4/17

DATE: Saturday 2/4/17	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				Schedule	Time	Court #
	#1	#2	#3	TOTAL			
<b>POOL: L</b>					HSE Black vs Speedway	9:30 AM	Court #4
HSE Black					Fishers White vs Tri West	9:30 AM	Court #5
Fishers White					Tri West vs HSE Black	11:30 AM	Court #4
Tri West					Speedway vs Fishers White	11:30 AM	Court #5
Speedway							
All Teams Advance to Bracket Play							

DATE: Saturday 2/4/17	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				Schedule	Time	Court #
	#1	#2	#3	TOTAL			
<b>POOL: M</b>					HSE Silver vs Danville Crimson	8:30 AM	Court #4
HSE Silver					Avon White Carmel White	8:30 AM	Court #3
Danville Crimson					Carmel White vs HSE Silver	10:30 AM	Court #3
Avon White					Danville Crimson vs Avon White	10:30 AM	Court #4
Carmel White							
All Teams Advance to Bracket Play							

DATE: Friday 2/3/17	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				Schedule	Time	Court #
	#1	#2	#3	TOTAL			
<b>POOL: N</b>					Avon Black vs Martinsville	6:30 PM	Court #2
Avon Black					Plainfield White vs Carmel Gray	6:30 PM	Court #1
Martinsville Red					Carmel Gray vs Avon Black	8:30 PM	Court #1
Plainfield White					Martinsville vs Plainfield White	8:30 PM	Court #2
Carmel Gray							
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, 1-30 sec in each OT, No-Time Out 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