

Indy Hoops "Super Shoot Out" 2020

6A Pool Play Schedule

Friday 1/31/20 @ Avon Intermediate School West Pool L

Saturday 2/1/20 Avon South Middle School Pools M & N

DATE: Friday 1/31/20	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				<u>Schedule</u>	<u>Time</u>	<u>Avon West Intermediate</u>
POOL: L	#1	#2	#3	TOTAL	Avon Gold vs Zionsville Green	6:00 PM	AIS West
Fishers Red					Zionsville Green vs Fishers Red	7:00 PM	AIS West
Avon Gold					Fishers Red vs Avon Gold	9:00 PM	AIS West
Zionsville Green							
All Teams Advance to Bracket Play							

DATE: Saturday 2/1/20	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				<u>Schedule</u>	<u>Time</u>	<u>Avon South Middle School</u>
POOL: M	#1	#2	#3	TOTAL	HSE White vs Carmel Gold	10:00 AM	Main Gym
Carmel Gold					Carmel Gold vs Center Grove White	12 Noon	Main Gym
HSE White					Center Grove White vs HSE White	2:00 PM	Main Gym
Center Grove White							
All Teams Advance to Bracket Play							

DATE: Saturday 2/1/20	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				<u>Schedule</u>	<u>Time</u>	<u>Avon South Middle School</u>
POOL: N	#1	#2	#3	TOTAL	Carmel Blue vs Plainfield Red	9:00 AM	Main Gym
Carmel Blue					Plainfield Red vs HSE Blue	11:00 AM	Main Gym
HSE Blue					HSE Blue vs Carmel Blue	1:00 PM	Main Gym
Plainfield Red							
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