

# Indy Hoops "Hoop It Up" 2016

## 6B Pool Play Schedule

### Saturday 11/5/16

DATE: Saturday 11/5/16	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				<u>Schedule</u>	<u>Time</u>	<u>Court #</u>
	#1	#2	#3	TOTAL			
<b>POOL: A</b>					Carmel White vs Jeffersonville	3:00 PM	Varsity Court
Carmel White					Tri West vs Greenfield	3:00 PM	Freshman Court
Jeffersonville					Jeffersonville vs Tri West	5:00 PM	Freshman Court
Tri West					Greenfield vs Carmel White	5:00 PM	Varsity Court
Greenfield							
All Teams Advance to Bracket Play							

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	#1	#2	#3	TOTAL			
<b>POOL: B</b>					Carmel Gray vs Mooresville Gold	10:00 AM	Varsity Court
Mooresville Gold					Fishers Black vs Lebanon	10:00 AM	Freshman Court
Carmel Gray					Lebanon vs Carmel Gray	12 Noon	Varsity Court
Fishers Black					Mooresville Gold vs Fishers Black	12 Noon	Freshman Court
Lebanon							
All Teams Advance to Bracket Play							

DATE: Saturday 11/5/16	TIE BREAKER RULES Head-to-Head then Scoring (+13 or -13)				<u>Schedule</u>	<u>Time</u>	<u>Court #</u>
	#1	#2	#3	TOTAL			
<b>POOL: C</b>					Zionsville White vs FC May	10:00 AM	Fieldhouse #3
Zionsville White					Fishers White vs Danville Crimson	10:00 AM	Fieldhouse #4
Franklin Central May					FC May vs Fishers White	12 Noon	Fieldhouse #3
Fishers White					Danville Crimson vs Zionsville White	12 Noon	Fieldhouse #4
Danville Crimson							
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