

# Indy Hoops "Hoop It Up" 2016

## 6B "Turkey Shoot" Pool Play Schedule

### Saturday 11/26/16

DATE: Saturday 11/26/16	TIE BREAKER RULES				Schedule	Time	Court #
	Head-to-Head then Scoring (+13 or -13)						
POOL: B	#1	#2	#3	TOTAL			
Lebanon					Lebanon vs CG Black	11:00 AM	Court #5
Center Grove Black					Carmel Gray vs Northeastern	11:00 AM	Court #6
Carmel Gray					CG Black vs Carmel Gray	1:00 PM	Court #5
Northeastern					Northeastern vs Lebanon	1:00 PM	Court #6
All Teams Advance to Bracket Play							

DATE: Saturday 11/26/16	TIE BREAKER RULES				Schedule	Time	Court #
	Head-to-Head then Scoring (+13 or -13)						
POOL: C	#1	#2	#3	TOTAL			
Jeffersonville					Jeffersonville vs CG Gray	11:00 AM	Court #1
Center Grove Gray					Mooresville Gold vs Avon Black	11:00 AM	Court #2
Mooresville Gold					CG Gray vs Mooresville Gold	1:00 PM	Court #1
Avon Black					Avon Black vs Jeffersonville	1:00 PM	Court #2
All Teams Advance to Bracket Play							

DATE: Saturday 11/26/16	TIE BREAKER RULES				Schedule	Time	Court #
	Head-to-Head then Scoring (+13 or -13)						
POOL: D	#1	#2	#3	TOTAL			
Carmel 5A Blue					Carmel 5A Blue vs Fishers 5A Red	10:00 AM	Court #1
Fishers 5A Red					Avon 5A vs Danville Crimson	10:00 AM	Court #2
Avon 5A Gold					Fishers 5A Red vs Avon 5A Gold	12 Noon	Court #1
Danville Crimson					Danville Crimson vs Carmel 5A Blue	12 Noon	Court #2
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