

**December 8th & 9th, 2018**

Diamond Plex				
Sat	1	2	3	4
8:00	12-16	13-15	19-22	17-23
9:15	14-13	15-12	19-17	23-20
10:30	16-14	13-12	22-17	20-19
11:45	15-16	10-7	1-6	20-22
1:00	8-7	9-10	6-3	2-4
2:15	11-10	9-8	3-2	4-1
3:30	7-9	8-11	4-3	1-2
4:45				
Sun	1	2	3	4
8:00	17-20	22-23	12-14	16-13
9:15	10-8	23-19	14-15	11-9
10:30	Bkt 3-4 playoff	3-1	2-6	7-11
11:45			6-4	B2 win . B 3-4 win
1:00		Bkt 1 if game		
2:15		Bkt 1 Champ.		
3:30				
4:45				

Home Team is on the Right.

Explanation Below

Auburndale					
Sat	1	2	3	4	5
8:00		44-50	46-47	40-38	42-39
9:15	34-35	46-44	47-49	40-41	38-42
10:30	36-34	50-46	49-44	39-40	41-38
11:45	35-32	47-50	37-36	26-25	39-41
1:00	32-36		37-34	25-30	27-26
2:15	32-37		25-27	28-30	
3:30			30-27	26-28	
4:45					
Sun		2	3	4	5
8:00		38-39	42-40	49-46	44-47
9:15		28-25	41-42	50-49	34-32
10:30		27-28	30-26	Bkt 7-8 Champ.	35-37
11:45				Bkt 5-6 Champ.	
1:00					
2:15					
3:30					
4:45					

Home Team is on the Right.

Explanation Below

Loyce Harp				
Sat	B	C	D	E
8:00	57-61	59-60	51-52	54-56
9:15	61-58	60-57	56-51	52-54
10:30	58-60	59-57	52-56	51-54
11:45	75-72	58-59	63-64	65-68
1:00	74-75	73-70	68-63	65-64
2:15	70-74	72-73	64-68	63-65
3:30	74-73	70-72		
4:45				
Sun	B	C	D	E
8:00	52-51	56-54	61-59	57-58
9:15	72-74	73-75	60-61	64-63
10:30		75-70		68-65
11:45	Bkt 11-12 Champ.		Bkt 9-10 Champ.	
1:00				
2:15				
3:30				
4:45				

Home Team is on the Right.

BKT 9 & 11 are 4 teams, coin flip for home.

Explanation Below

### **Diamond Plex**

State Championship Explanation

1. Bracket 1-if 2 teams have same record, play off game to decide champs. If 3 teams are 3-1, least runs allowed has a bye, plays winner of other game.
2. Bracket 2 winner has a bye, plays winner of bracket 3 & 4 for Champs.

### **Auburndale**

State Championship Explanation

1. Bracket 5 & 6 winners will playoff for Champs.
2. Bracket 7 & 8 winners will playoff for Champs.

### **Loyce Harp**

State Championship Explanation

1. Bracket 9 & 10 winners will playoff for Champs.
2. Bracket 11 & 12 winners will playoff for Champs.