2015 SOUTH CAROLINA DIXIE YOUTH
AAA State Tournament Clemson, SC - Nettles Park

Saturday July 18th | Sunday July 19th | Monday July 20th | Tuesday July 21st | Wednesday July 22nd | Thursday July 23rd | Thursday July 23rd

Central/Clemson

Game 1
9am Figueroa Field

HAMPTON

CLINTON

Game 2
9am Geer Field

GEORGETOWN

HARTSVILLE N.

Game 3
11am Figueroa Field

WESTCOTT-PEPPERHILL

SUMTER-N.

Game 4
11am Geer Field

GREER

MIDLAND VALLEY

Game 5
1pm Figueroa Field

LANCASTER

DELMAE

Game 6
1pm Geer Field

LEXINGTON AMER.

Winner 1 (H)
Game 12
5:00pm
Figueroa Field
Winner 2

Winner 3 (H)
Game 11
5:00pm
Geer Field
Winner 4

Winner 5 (H)
Game 10
3:00pm
Figueroa Field
Winner 6

Winner 12 (H)
Game 16
7:30pm
Figueroa Field
Winner 11

Winner 16
Game 19
7:30pm
Figueroa Field
Winner 10 (H)

Loser 1 (H)
Game 9
3:00pm Geer Field
Loser 2

Loser 3 (H)
Game 8
1:00pm Figueroa Field
Loser 4

Loser 5
Game 7
1:00pm Geer Field
Loser 6 (H)

Loser 11
Game 14
5:30pm Figueroa Field
Winner 9 (H)

Winner 8 (H)
Game 13
5:30pm Geer Field
Winner 7

Loser 12 (H)
Game 15
7:30pm Geer Field
Loser 10

Winner 14 (H)
Game 17
6:30pm
Geer Field
Winner 13

Loser 16
Game 18 5:30pm
Figueroa Field
Winner 15 (H)

Winner 19 (H)
Game 21
7:30pm
Figueroa Field
Winner 17

Loser 19
Game 20 5:30pm
Figueroa Field
Winner 18 (H)

Winner 21
Game 22
10am
Figueroa Field
Winner 20

Game 23 (If needed)
2pm
Figueroa Field

2015 South Carolina AAA Champions

NOTE: If, after Game #21, there are three teams with one loss each, the team having played the most games will receive the bye in Game #23. If two teams have played the most number of games, they will draw for the bye. If all teams have played the same number, all will draw for the bye. (If three teams remain with one loss each, there will be two runners-up in the tournament.

****opening ceremonies will be Friday night****
****Field and game times may change before July 1st****

Note: Tournament Director with the WRITTEN consent of all team managers may change the time of assigned games if it is done before the tournament starts.
Drawings must determine original pairings.