



## CLASS A SOFTBALL STATE SERIES

Game One  
Mon. May 13

Dixie	H
<b>Lake View (3-1)</b>	

Game Two  
Wed. May 15

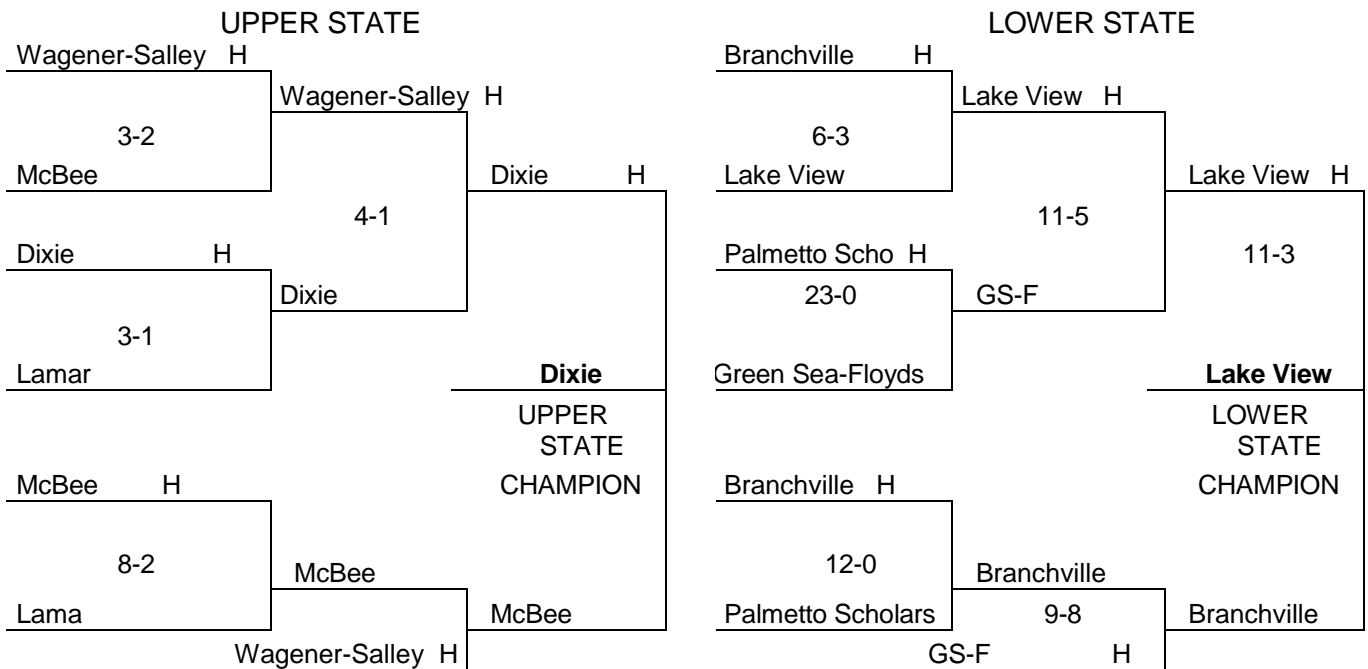
<b>Dixie</b>	
Lake View	H

Game Three  
Fri. May 17

<b>Dixie (7-6) State Champion</b>	
(Home team will be determined by a coin toss)	
Lake View	



## UPPER AND LOWER STATE SOFTBALL TOURNAMENTS CLASS A

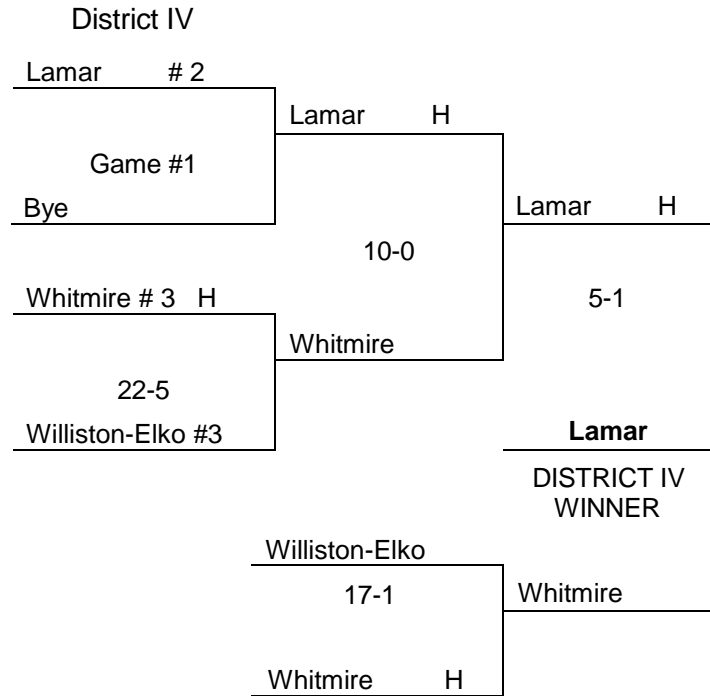
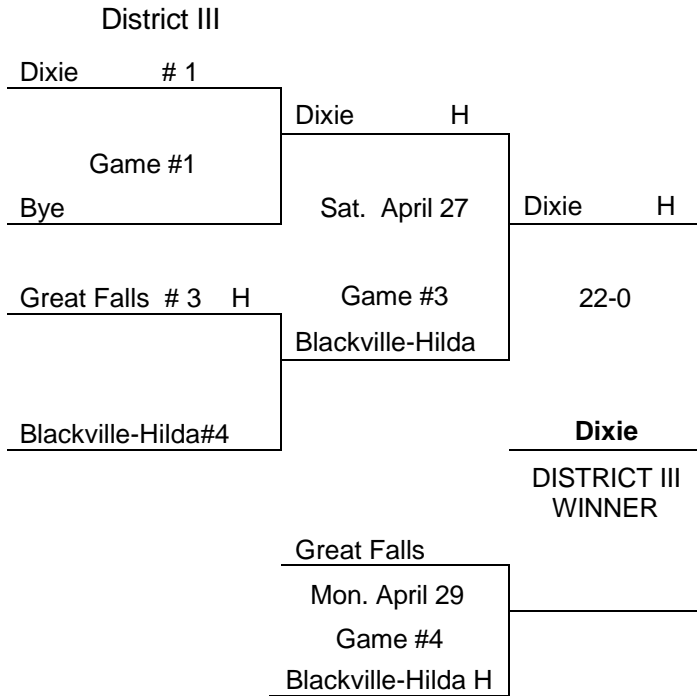
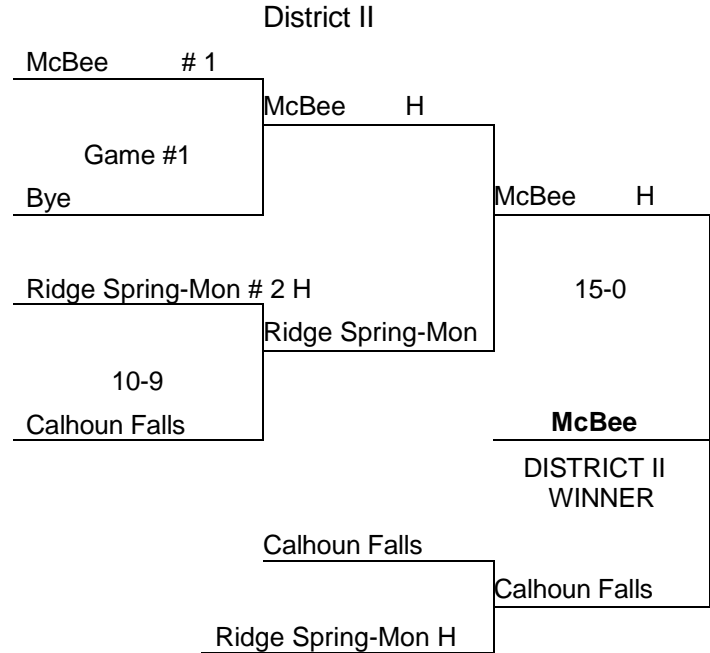
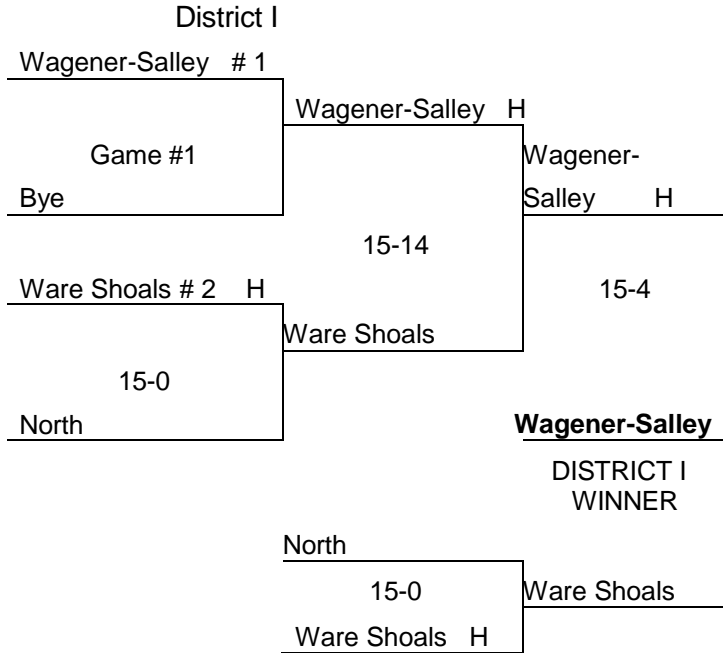


**Notes:**

In all Upper/Lower State tournament games, the Host school will be determined by the bracket. If Game 7 is played, it will be at the site of Game 6, the Home team will be determined by a coin toss.



## DISTRICT SOFTBALL TOURNAMENTS CLASS A



**NOTES:**

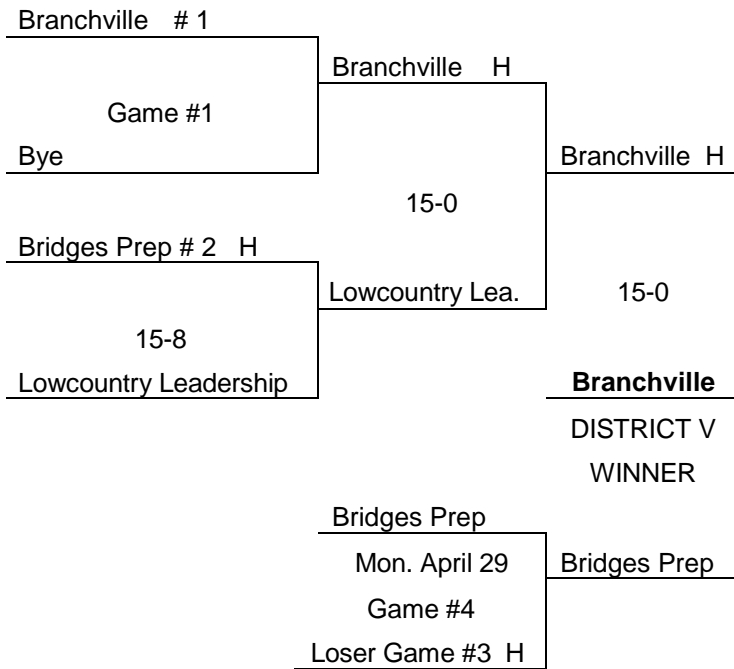
1. The Higher Region Finish Team will host in games 1, 2 & 3
2. If two teams finish in the same position in the region, the bracket will determine the host in games 1, 2 & 3.
3. Game 3 loser hosts Game 4
4. Game 6 will be played if necessary at the site of Game 5. Home team will be determined by coin toss

\*\* The At-large teams will be decided by region winning percentage. If two or more team have the same region winning percentage the following tiebreaker will decide who gets the higher seed: 1.) Head to Head 2.) Overall Record 3.) Lowest number of Defensive points allowed 4.) Flip A Coin



## DISTRICT SOFTBALL TOURNAMENTS CLASS A

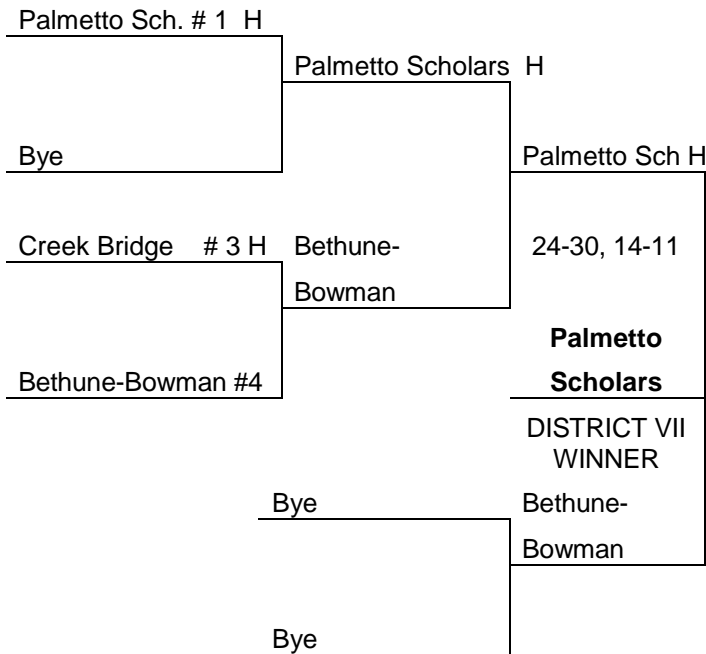
### District V



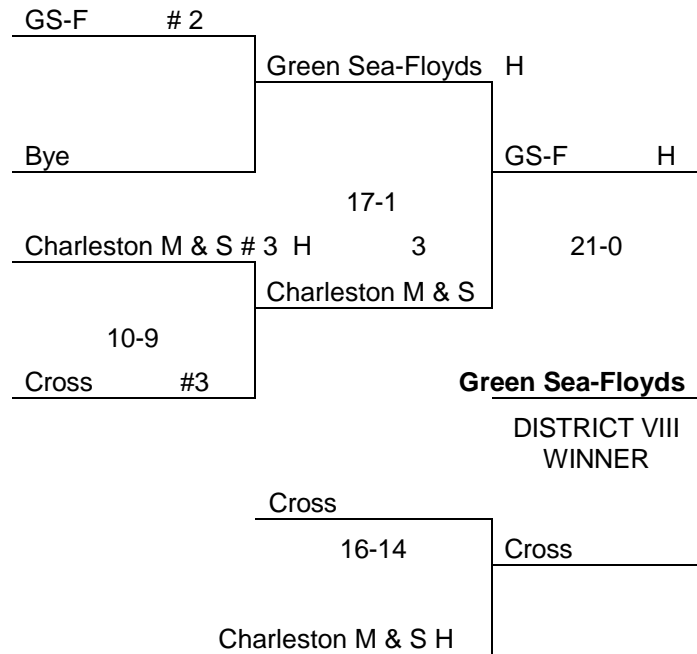
### District VI



### District VII



### District VIII



**NOTES:**

1. The Higher Region Finish Team will host in games 1, 2 & 3
2. If two teams finish in the same position in the region, the bracket will determine the host in games 1, 2 & 3.
3. Game 3 loser hosts Game 4
4. Game 6 will be played if necessary at the site of Game 5. Home team will be determined by coin toss

\*\* The At-large teams will be decided by region winning percentage. If two or more team have the same region winning percentage the following tiebreaker will decide who gets the higher seed: 1.) Head to Head 2.) Overall Record 3.) Lowest number of Defensive points allowed 4.) Flip A Coin