

2024 Southern Regionals

18 - Team Divisions (Includes National League Conference Teams)

One (1) winner from each of the conferences (*Piedmont; Frontier; Sunshine Conference, Mid-South Conference, Frontier Development & Sunshine Academy*) will be drawn and placed in the first position of each group. If a NL-Conference Wildcard is required, they will be included in the NL-Conference blind draw for the first position in each of the six (6) brackets. The other 12 positions will be filled via blind draw with the teams submitted from the 12 South Region States (State Cup Champion, State Cup Finalist or State Cup Representative). Once the teams have been determined the brackets will be numbered like below:

A	B	C	D	E	F
1 (NL)	1 (NL)	1 (NL)	1 (NL)	1(NL)	1 (NL)
2	2	2	2	2	2
3	3	3	3	3	3

Group Play:

Bracket A will play teams in Bracket B

Bracket C will play teams in Bracket D

Bracket E will play teams in Bracket F

In Got Sport, the brackets will be combined at the beginning of the competition so you can see team points as the competition progresses.

Bracket A/B	Bracket C/D	E/F
A1 (A1)	B1 (C1)	C1 (E1)
A2 (A2)	B2 (C2)	C2 (E2)
A3 (A3)	B3 (C3)	C3 (E3)
A4 (B1)	B4 (D1)	C4 (F1)
A5 (B2)	B5 (D2)	C5 (F2)
A6 (B3)	B6 (D3)	C6 (F3)

Group Play as recorded in Got Sport:

A1-A3 (group A) will play A4-A6 (group B)

B1-B3 (group C) will play B4-B6 (Group D) and

C1-C3 (group E) will play C4-C6 (group F)

Quarterfinals:

Combining Bracket A and Bracket B - top two teams advance as AB1 or AB2

Combining Bracket C and Bracket D - top two teams advance as CD1 or CD2

Combining Bracket E and Bracket F - top two teams advance as EF1 or EF2

Plus, two *Wild Cards known as Wild Card #1 and Wild Card #2

Winner A/B (AB1) vs #2 E/F (EF2)

Winner C/D (CD1) vs Wild Card #2 (WC2)

Winner E/F (EF1) vs Wild Card #1 (WC1)

Winner C/D #2 (CD2) vs A/B #2 (AB2)

Semi-final #1: (Winner of AB1 vs EF2) vs (Winner of CD1 vs WC2)

Semi-final #2: (Winner of EF1 vs WC2) vs (CD2 vs AB2)

*Wild Cards – tie breakers format used to determine wild card if a tie exists