

DIV 3AAA CIF-SS/FORD 2013 BOYS BASKETBALL CHAMPIONSHIPS

1ST ROUND
WED., FEB. 13
7:00 P.M.

2ND ROUND
FRI., FEB. 15
7:00 P.M.

QTR FINALS
TUES., FEB. 19
7:00 P.M.

SEMIFINALS
FRI., FEB. 22
7:00 p.m.

FINALS
WED-SAT
FEB 27-MAR 2

*Tustin (1)	Empire #1
Cerritos	Suburban #4
*San Bernardino (16)	San Andreas #1
Kaiser	Sunkist #3
*Bonita (9)	Hacienda #1
South Torrance	Pioneer #3
*Colony (8)	Mt. Baldy #1
La Quinta/W	Garden Grove #3
*Calabasas (5)	Marmonte #2
Rio Mesa	Pacific View #2T
*Jurupa Hills	Mountain Valley #2
Palm Desert (11)	Desert Valley #2
*Santa Barbara (13)	Channel #1
Beverly Hills	Ocean #3
*Compton (4)	Moore #2
La Mirada	Suburban #2
*Hart (3)	Foothill #2
North Torrance	Pioneer #2
*Colton	Sunkist #1
West Torrance (14)	Bay At-Lg
*Apple Valley	Mojave River #2
Claremont (12)	Sierra #2T
*Citrus Valley	Mountain Valley #1
Royal (6)	Marmonte #3
*Palm Springs (7)	Desert Valley #1
Murrieta Mesa	Southwestern #3
*Santiago/GG	Garden Grove #1
Brea Olinda (10)	Century #4
*Arroyo	Mission Valley #1
Servite (15)	Trinity At-Lg
*Sonora (2)	Freeway #1
Santa Maria	Los Padres #4



PLEASE REPORT SCORES TO:
www.cifsshome.org

Home Campus

CHAMPION

***Denotes Host Team**

This draw sheet was made based upon information available to the CIF-SS as of 2/10/13. We reserve the right to adjust the draw sheet as a result of information which would update any final league standings. Please note: Teams receiving a Bye in the first round shall be the host team in the next round. All games with the exception of the final round will start at 7:00 p.m., unless another time is mutually agreed upon and clearance is received from the CIF-SS Office. Public coin flips will be held in the lobby of the CIF-SS Office. Refer to the Basketball Playoff Bulletin for dates and times of coin flips. **PLEASE REPORT SCORES TO: CIF-SS OFFICE - www.cifsshome.org home campus; THE REGISTER (714) 796-7804; L.A. DAILY NEWS (800) 888-6009 AND YOUR LOCAL NEWSPAPER.** Draw results available on our web site @ www.cifss.org.

2013 BOYS BASKETBALL DIVISION 3AAA