



## SLOWS Spring 2018 Schedule

All games will be played at Damon Garcia

		Field B		Daryl Damon Field	
		Home	Visitor	Home	Visitor
January 21	9:00 AM	Napoli	Atlas	Crush	Vultures
	10:45 AM	Ice	Lightning	Dynamite	Sharks
January 28	9:00 AM	Crush	Sharks	Dynamite	Lightning
	10:45 AM	Atlas	Vultures	Napoli	Ice
February 11	9:00 AM	Sharks	Atlas	Vultures	Ice
	10:45 AM	Dynamite	Napoli	Lightning	Crush
February 18	9:00 AM	Vultures	Dynamite	Napoli	Sharks
	10:45 AM	Ice	Crush	Lightning	Atlas
February 25	9:00 AM	Lightning	Napoli	Dynamite	Crush
	10:45 AM	Atlas	Ice	Vultures	Sharks
March 4	9:00 AM	Vultures	Lightning	Sharks	Ice
	10:45 AM	Crush	Napoli	Atlas	Dynamite
March 11	9:00 AM	Ice	Dynamite	Crush	Atlas
	10:45 AM	Sharks	Lightning	Napoli	Vultures

### End of League Play (if no rainouts)

March 18	9:00 AM	Rainout Make Up Games <b>OR</b> Redemption Tournament Round***
	10:45 AM	
March 25	9:00 AM	Rainout Make Up Games <b>OR</b> Redemption Tournament Round***
	10:45 AM	
April 15	9:00 AM	Rainout Make Up Games <b>OR</b> Redemption Tournament Round***
	10:45 AM	
April 22	9:00 AM	Rainout Make Up Games <b>OR</b> Redemption Tournament Round***
	10:45 AM	
April 29	9:00 AM	Rainout Make Up Games <b>OR</b> Redemption Tournament Finals***
	10:45 AM	

\*\*\*If time permits in the schedule, the Redemption Tournament will begin after all League make-up games are completed. The tournament structure will be determined by the number of dates available. All teams will be scheduled for 1 game on each of the available dates. \*\*\*

### Important Information For Team Members

Gates open at 8:00 AM. All teams playing at 9:00AM are responsible for setting up the nets and flags. Teams playing at 10:45 are responsible for taking equipment down and putting it away. Please pick up after yourselves.

All games will start at their scheduled time if there are more than 7 players present for each team. If a team cannot field 7 players within 15 minutes of the scheduled time, the game will result in a forfeit.

Home team is responsible for providing 3 QUALITY game balls and changing jerseys/putting on pinnies in case of conflict.

Each player MUST present a SLOWS ID to the referee before playing and must be active on the roster by Friday evening prior to the game. If it is found that an inactive player has played in a game and that team won, their win will be forfeited.

Please report all final scores to the league Registrar (slowsregistrar@gmail.com) and the league PR & Marketing Coordinator (slowspublicity@gmail.com) ASAP!