



SLOWS Fall 2018 Schedule

All games will be played at Damon Garcia

		Field A		Daryl Damon Field	
		Home	Visitor	Home	Visitor
September 9	9:00 AM	Vultures	Atlas	Napoli	Lightning
	10:45 AM	Sharks	Ice	Dynamite	Crush
September 16	9:00 AM	Atlas	Dynamite	Ice	Vultures
	10:45 AM	Crush	Napoli	Lightning	Sharks
September 23	9:00 AM	Sharks	Crush	Lightning	Ice
	10:45 AM	Dynamite	Vultures	Napoli	Atlas
September 30	9:00 AM	Ice	Dynamite	Atlas	Sharks
	10:45 AM	Vultures	Napoli	Crush	Lightning
October 7	9:00 AM	Crush	Ice	Napoli	Dynamite
	10:45 AM	Lightning	Atlas	Sharks	Vultures
October 14	9:00 AM	Vultures	Lightning	Dynamite	Sharks
	10:45 AM	Atlas	Crush	Ice	Napoli
October 21	9:00 AM	Sharks	Napoli	Crush	Vultures
	10:45 AM	Lightning	Dynamite	Atlas	Ice
End of League Play (if no rainouts)					
<p>***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.***</p>					
October 28	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***			
	10:45 AM				
November 4	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***			
	10:45 AM				
November 11	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***			
	10:45 AM				
ALL TEAMS ARE GUARANTEED 10 GAMES, NO MORE, NO LESS. If and only if rain outs occur, games will be played on the following reserved weekends					
December 2	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***			
	10:45 AM				
December 9	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***			
	10:45 AM				
Important Information For Teams					
<p>Gates open at 8:15 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.</p>					
<p>All games will start at their scheduled time if there are 7 or more present for each team. If a team cannot field 7 players within 15 minutes of the scheduled game time, the game will result in a forfeit.</p>					
<p>Home team is responsible for providing 3 QUALITY game balls and changing jerseys/putting on pinnies in case of conflict.</p>					
<p>Each player MUST present a SLOWS ID to the referee before playing and must be active on the roster prior to gametime. If it is found that an inactive player has played in a game and that team won, their win will be forfeited.</p>					