



# SLOWS Spring 2019 Schedule

All games will be played at Damon Garcia

		Field A		Daryl Damon Field	
		Home	Visitor	Home	Visitor
January 13	9:00 AM	Lightning	Crush	Ice	Dynamite
	10:45 AM	Atlas	Impact	Vultures	Napoli
January 20	9:00 AM	Crush	Vultures	Napoli	Atlas
	10:45 AM	Dynamite	Lightning	Impact	Ice
January 27	9:00 AM	Ice	Napoli	Vultures	Lightning
	10:45 AM	Impact	Dynamite	Atlas	Crush
February 10	9:00 AM	Dynamite	Vultures	Lightning	Atlas
	10:45 AM	Crush	Ice	Napoli	Impact
February 17	9:00 AM	Napoli	Dynamite	Impact	Crush
	10:45 AM	Atlas	Vultures	Ice	Lightning
February 24	9:00 AM	Lightning	Impact	Crush	Napoli
	10:45 AM	Vultures	Ice	Dynamite	Atlas
March 3	9:00 AM	Ice	Atlas	Impact	Vultures
	10:45 AM	Napoli	Lightning	Crush	Dynamite

## End of League Play (if no rainouts)

\*\*\*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. \*\*\*

March 10	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***
	10:45 AM	
March 17	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***
	10:45 AM	
March 24	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***
	10:45 AM	

**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 to ensure a 10 game season: **March 31, April 14, April 28**

### Important Information For Teams

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.

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.

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 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.