



SLOWS Fall 2019 Schedule

All games will be played at Damon Garcia

		Field A		Daryl Damon Field	
		Home	Visitor	Home	Visitor
September 8	9:00 AM	Atlas	Napoli	Ice	Impact
	10:45 AM	Vultures	Crush	Dynamite	Lightning
September 15	9:00 AM	Vultures	Napoli	Dynamite	Impact
	10:45 AM	Atlas	Ice	Lightning	Crush
September 22	9:00 AM	Crush	Dynamite	Napoli	Ice
	10:45 AM	Lightning	Atlas	Impact	Vultures
September 29	9:00 AM	Ice	Lightning	Vultures	Dynamite
	10:45 AM	Napoli	Crush	Atlas	Impact
October 6	9:00 AM	Dynamite	Atlas	Lightning	Vultures
	10:45 AM	Impact	Napoli	Crush	Ice
October 13	9:00 AM	Ice	Vultures	Crush	Atlas
	10:45 AM	Impact	Lightning	Napoli	Dynamite
October 20	9:00 AM	Crush	Impact	Lightning	Napoli
	10:45 AM	Dynamite	Ice	Vultures	Atlas

End of League Play (IF NO RAINOUTS)

*****If time permits in the schedule, the Redemption Tournament will begin after ALL league 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.*****

October 27	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***
	10:45 AM	
November 3	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***
	10:45 AM	
November 10	9:00 AM	Rainout Make Up Games OR Redemption Tournament Round***
	10:45 AM	

If, and only if rain outs occur, games will be played on the following reserved weekend(s) up to a 10 game season: [November 17](#), [December 8](#) & [December 15](#)

Important Information For Teams

Gates open at 8:15 AM. All teams scheduled for 9:00AM games are responsible for setting up the nets and flags. Teams scheduled for 10:45AM games are responsible for taking equipment down and putting it away in the snack shed. 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.