



TEAM

1. South Bay Bombers
2. Team Savage
3. LA Bombers
4. Balls Deep
5. New ERA

MANAGER

Moe Wallace
Veronica Romero
Mike Perez
Rafael Lopez
Charlie Beltran

June 26

Apollo 6:30 Team Savage vs. **New ERA**
Apollo 7:45 **New ERA** vs. South Bay Bombers
South 7:45 Balls Deep vs. LA Bombers

Aug. 14

South 4:00 **LA Bombers** vs. New ERA
South 5:15 **LA Bombers** vs. Balls Deep
South 6:30 South Bay Bombers vs. Team Savage

July 10

South 5:15 New ERA vs. LA Bombers
South 6:30 Team Savage vs. South Bay Bombers
Balls Deep—BYE

Aug. 21

South 4:00 South Bay Bombers vs. **Balls Deep**
South 5:15 LA Bombers vs. **Balls Deep**
South 6:30 New ERA vs. Team Savage

July 17

South 7:45 LA Bombers vs. Team Savage
South 9:00 South Bay Bombers vs. New ERA
Balls Deep—BYE

Aug. 28

South 4:00 Team Savage vs. **South Bay Bombers**
South 5:15 **South Bay Bombers** vs. LA Bombers
South 6:30 Balls Deep vs. New ERA

July 24

South 4:00 **Balls Deep** vs. Team Savage
South 5:15 New ERA vs. **Balls Deep**
South 6:30 LA Bombers vs. South Bay Bombers

Don't miss out - Register online for next season!

Sept. 11

South 4:00 New ERA vs. LA Bombers
South 9:00 Team Savage vs. Balls Deep
South Bay Bombers—BYE

Roster Add Deadline is 5th game!

July 31

South 7:45 Balls Deep vs. South Bay Bombers
South 9:00 Team Savage vs. LA Bombers
New ERA—BYE

Sept. 18

South 4:00 #2 Team Savage vs. #3 New ERA
South 5:15 #1 Balls Deep vs. Winner

Aug. 7

South 7:45 Balls Deep vs. Team Savage
South 9:00 South Bay Bombers vs. New ERA
LA Bombers—BYE

ALL players must provide a valid Photo ID to participate in Playoff / Championship games - no exceptions!

Follow this schedule until a make up schedule is issued. Make up schedules are usually not issued until the end of this schedule.

HOME TEAM IS LISTED FIRST - NO FLIP FLOPS

MLS-DOWNEY FIELD CONDITIONS HOTLINE (AFTER 3:00 PM) (714) 289-1983 EXT. 270
MLS-DOWNEY CUSTOMER SERVICE DESK customerservice.la@mlsoftball.com or (714) 289-1983 EXT. 2
Scores/Stats/Standings/Field Conditions www.mlsoftball.com