



**TEAM**

1. Salty Orange
2. T I D
3. Socal Hot Mess
4. The Skull Crushers Fri

**MANAGER**

Kenneth Margo  
Sammy Macias  
Travis Boggs  
Mike Seto

**June 28**

Hart 2 6:30 Salty Orange vs. **Socal Hot Mess**  
Hart 2 7:45 **Socal Hot Mess** vs. The Skull Crushers Fri  
Hart 2 9:00 Game from a different div.

**July 5**

Hart 2 6:30 Salty Orange vs. The Skull Crushers Fri  
Hart 2 7:45 GAME FROM LOWER-1  
Hart 2 9:00 T I D vs. Socal Hot Mess

**July 12**

Hart 2 6:30 The Skull Crushers Fri vs. Socal Hot Mess  
Hart 2 7:45 T I D vs. Salty Orange  
Hart 2 9:00 GAME FROM LOWER-1

**July 19**

Hart 2 6:30 GAME FROM LOWER-1  
Hart 2 7:45 Socal Hot Mess vs. Salty Orange  
Hart 2 9:00 The Skull Crushers Fri vs. T I D

**Roster Add Deadline is 5th game!**

**July 26**

Hart 2 6:30 Socal Hot Mess vs. T I D  
Hart 2 7:45 T I D vs. Salty Orange  
Hart 2 9:00 The Skull Crushers Fri vs. Salty Orange

**Aug. 2**

Hart 2 6:30 GAME FROM LOWER-1  
Hart 2 7:45 Salty Orange vs. T I D  
Hart 2 9:00 The Skull Crushers Fri vs. Socal Hot Mess

**Aug. 9**

Hart 2 6:30 Salty Orange vs. The Skull Crushers Fri  
Hart 2 7:45 T I D vs. The Skull Crushers Fri  
Hart 2 9:00 T I D vs. Socal Hot Mess

**Aug. 16**

Hart 2 6:30 Salty Orange vs. T I D  
Hart 2 7:45 Socal Hot Mess vs. The Skull Crushers Fri  
Hart 2 9:00 GAME FROM LOWER-1

**Don't miss out - Register online for next season @ [mlsoftball.com](http://mlsoftball.com)!**

**Aug. 23**

Hart 2 6:30 The Skull Crushers Fri vs. T I D  
Hart 2 7:45 GAME FROM LOWER-1  
Hart 2 9:00 Socal Hot Mess vs. Salty Orange

**1<sup>ST</sup> Socal HIT MESS**  
**2<sup>ND</sup> T I D**

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*

CITY OF ORANGE FIELD CONDITIONS (AFTER 3:00 PM)

(714) 289-1983 EXT. 672

MLS-ORANGE CUSTOMER SERVICE DESK customerservice.oc@mlsoftball.com or (714) 289-1983 EXT. 2

**Scores/Stats/Standings/Field Conditions**

**[www.mlsoftball.com](http://www.mlsoftball.com)**