

Revised 4/9/19 FRIDAY COED BEGINNER-1

Reid Park #4



TEAM

1. Hit and Run

- 2. Bros and Bows
- 3. Racks and Sacks
- 4. Pitch Please
- 5. Bomb Squad
- Mitts & Sticks 6.

9:00

6:30

7:45

9:00

6:30

9:00

6:30

7:45

9:00

Roster Add Deadline is 4th game!

6:30 Hit and Run vs. Bros and Bows

RAINED OUT

RAINED OUT

Bomb Squad vs. Mitts & Sticks

Bomb Squad vs. Hit and Run

Mitts & Sticks vs. Pitch Please

Bomb Squad vs. Racks and Sacks

Mitts & Sticks vs. Hit and Run

Pitch Please vs. Bros and Bows

Pitch Please vs. Mitts & Sticks Hit and Run vs. Bomb Squad

Racks and Sacks vs. Bros and Bows

Bros and Bows vs. Racks and Sacks

Jan. 25 Reid 4

Reid 6

Feb. 1

Feb. 8 Reid 4

Reid 4

Reid 4

Feb. 15

Feb. 22 Reid 4

Reid 4

Reid 4

March 1 Reid 4

Reid 4

Reid 4

Steven Cebreros Jose Zavala Brandi Perez Yvette Estrada Neil Chan Fernando Barbarin

March 15

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

	Reid 4	6:30	Bros and Bows vs. Hit and Run
	Reid 4	7:45	Mitts & Sticks vs. Bros and Bows
	Reid 4	9:00	Bomb Squad vs. Racks and Sacks
	March 22		
	Reid 4	6:30	Bomb Squad vs. Pitch Please
	Reid 4	7:45	Bros and Bows vs. Mitts & Sticks
	Reid 4	9:00	Hit and Run vs. Racks and Sacks
March 29			
	Reid 4	6:30	Racks and Sacks vs. Mitts & Sticks
	Reid 4	7:45	Bros and Bows vs. Bomb Squad
	Reid 4	9:00	Hit and Run vs. Pitch Please
	April 5		
	Reid 4	6:30	Racks and Sacks vs. Pitch Please
	Reid 4	7:45	Racks and Sacks vs. Hit and Run
	Reid 4	9:00	Mitts & Sticks vs. Bomb Squad
	April 12		PLAYOFFS
	Reid 4	6:30	#2 Racks and Sacks vs. #3 Mitts & Sticks
	Reid 4	7:45	#1 Bomb Squad vs. Winner

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

TEAM LISTED FIRST IS HOME TEAM

Riverside Field Conditions (AFTER 3:00 PM) MLS Inland Empire Customer Service

(951) 358-2800 EXT. 748 951.358.2800 x2 www.mlsoftball.com

Scores/Stats/Standings/Schedules/Field Conditions