

Revised 8/15/22 SUNDAY AFT CO-ED MIDDLE

Epicenter Adult Sports Complex

TEAM

- Always Late 1.
- 2. Mustang Sallys
- 3. The Wet Noodle Arms
- 4. **Pitch Slappers**

June 12

Field 2 1:50 Always Late vs. Mustang Sallys Field 2 3:00 The Wet Noodle Arms vs. Pitch Slappers

NO GAMES - FATHER'S DAY June 19

June 26

Field 2 1:50 Pitch Slappers vs. Always Late Field 2 3:00 Mustang Sallys vs. The Wet Noodle Arms

NO GAMES - FOURTH OF JULY July 3

July 10

Field 2 1:50 Pitch Slappers vs. Mustang Sallys

Field 2 3:00 The Wet Noodle Arms vs. Always Late

July 17 QUAKES GAME

- Field 2 1:50 Pitch Slappers vs. The Wet Noodle Arms
- Field 2 3:00 Mustang Sallys vs. Always Late

Roster Add Deadline is 4th game!

Julv 24

- Field 2 1:50 The Wet Noodle Arms vs. Mustang Sallys Field 2 3:00 Pitch Slappers vs. Always Late
- NON-RESIDENT FEES ARE DUE BY YOUR 5XX **GAME - NO EXCEPTIONS!**

July 31

Field 2 1:50 Always Late vs. The Wet Noodle Arms Field 2 3:00 Mustang Sallys vs. Pitch Slappers

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

Aug. 7	QUAKES GAME

- Field 2 1:50 Always Late vs. Mustang Sallys
- Field 2 3:00 The Wet Noodle Arms vs. Pitch Slappers

Aug. 14

Field 2 1:50 Mustang Sallys vs. The Wet Noodle Arms Field 2 3:00 Always Late vs. Pitch Slappers

TOP 3 TEAMS QUALIFY FOR PLAYOFFS

PLAYOFFS - QUAKES GAME Aug. 21

Field 2	1:50	(2) Pitch Slappers vs. (3) The Wet Noodle Arms
Field 2	3:00	(1) Always Late vs. WINNER - CHAMP

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

TEAM LISTED FIRST IS THE HOME TEAM

VISIT US ONLINE TO VIEW LEAGUE SCORES / STATS, GAME SCHEDULE, CITY RULES & FIELD CONDITIONS OR TO REGISTER YOUR TEAM FOR THE UPCOMING SEASON

https://www.mlsoftball.com/programs-listing (select your city of play)

FIELD CONDITION HOTLINE MLS CUSTOMER SERVICE (Mon-Fri 8am-5pm) 714-289-1983 x2 / CUSTOMERSERVICE.LA@MLSOFTBALL.COM

714-289-1983 - DIAL 1 when message starts, then follow prompts

MANAGER

Elvester Strong Emmanuel Yzarraraz Griselda Muro Gilbert Baez