

Revised 5/23/22 SUNDAY AM MEN'S REC Epicenter Adult Sports Complex

TEAM

- 1. Team Name
- 2. Borrachos
- 3. Los Enemigos
- 4. Caught Looking
- 5. Whassup

March 27

Field 3	8:00	Whassup vs. Borrachos
Field 2	12:40	Los Enemigos vs. Caught Looking
		Team Name–BYE

April 3

Field 2	8:00	Los Enemigos vs. Team Name
Field 2	9:10	Team Name vs. Whassup
Field 3	12:40	Caught Looking vs. Borrachos

April 10

Field 2	9:10	Whassup vs. Caught Looking
Field 2	10:20	Whassup vs. Los Enemigos
Field 3	10:20	Team Name vs. Borrachos

Roster Add Deadline is 4th game!

April 17 NO GAMES - EASTER

April 24

Field 2	8:00	Borrachos vs. Caught Looking
Field 2	9:10	Los Enemigos vs. Borrachos

Field 38:00Whassup vs. Team Name

May 1		QUAKES GAME
Field 2	11:30	Borrachos vs. Los Enemigos
Field 2	12:40	Team Name vs. Los Enemigos
Field 3	10:20	Caught Looking vs. Whassup

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

May 8		NO GAMES - MOTHER'S DAY
May 15 Field 2 Field 2 Field 3	10:20 11:30 10:20	QUAKES GAME Borrachos vs. Team Name Caught Looking vs. Team Name Los Enemigos vs. Whassup
May 22 Field 2 Field 2 Field 3	8:00 9:10 11:30	Caught Looking vs. Los Enemigos Team Name vs. Caught Looking Borrachos vs. Whassup

TOP 3 TEAMS QUALIFY FOR PLAYOFFS

May 29		NO GAMES - MEMORIAL DAY
June 5		PLAYOFFS - <mark>QUAKES GAME</mark>
Field 2	11:30	(2) Team Name vs. (3) Los Enimigos
Field 2	12:40	(1) Borrachos vs. WINNER - CHAMP

June 12

MAKEUP/PLAYOFF WEEK #2 (IF NECESSARY)

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

MLS-RANCHO CUCAMONGA Field Conditions Hotline MLS Customer Service Desk Customer Service email Scores/Stats/Standings/Field Conditions/Free Agents 951.358.2800 x726 951.358.2800 x2 customerservice.ie@mlsoftball.com http://www.mlsoftball.com

MANAGER

Javier Robles Michal Campos Jesse Tinoco Cristian Vega Joe Martinez