

**CITY OF FOUNTAIN VALLEY RECREATION & COMMUNITY SERVICES
SPRING 2010 ADULT SOFTBALL SCHEDULE**

WEDNESDAY

MEN'S ORANGE DIVISION

TEAM	MANAGER		
1 BAILOUT BALLERS	RYAN LUTZ		
2 BWONG RIPZ	LARRY BUTTERFAS		
3 COSOBS	TOM KELLY		
4 LINE DRIVE	MIKE DANNERBERGER		
5 TEAM ROSHAMBO	RYAN YOAKUM		
6 TEAM SAIGON	DAVID NGUYEN		

SPORTS HOTLINE (714) 593-4469 • FIELD OFFICE (714) 839-8611 • FAX (714) 839-5917

FIRST ROUND

WEEK #1		
02/17/10		FIELD #
6:40 PM	2 vs 1	#4
7:50 PM	4 vs 5	#4
9:00 PM	3 vs 6	#4

WEEK #2		
02/24/10		FIELD #
6:40 PM	3 vs 4	#4
7:50 PM	6 vs 1	#4
9:00 PM	2 vs 5	#4

WEEK #3		
03/03/10		FIELD #
6:40 PM	6 vs 4	#4
7:50 PM	2 vs 3	#4
9:00 PM	1 vs 5	#4

WEEK #4		
03/10/10		FIELD #
6:40 PM	5 vs 3	#4
7:50 PM	6 vs 2	#4
9:00 PM	4 vs 1	#4

WEEK #5		
03/17/10		FIELD #
6:40 PM	5 vs 6	#4
7:50 PM	1 vs 3	#4
9:00 PM	4 vs 2	#4

SECOND ROUND

WEEK #6		
03/24/10		FIELD #
6:40 PM	5 vs 4	#4
7:50 PM	6 vs 3	#4
9:00 PM	1 vs 2	#4

WEEK #7		
03/31/10		FIELD #
6:40 PM	1 vs 6	#4
7:50 PM	5 vs 2	#4
9:00 PM	4 vs 3	#4

WEEK #8		
04/07/10		FIELD #
6:40 PM	3 vs 2	#4
7:50 PM	5 vs 1	#4
9:00 PM	4 vs 6	#4

WEEK #9		
04/14/10		FIELD #
6:40 PM	2 vs 6	#4
7:50 PM	1 vs 4	#4
9:00 PM	3 vs 5	#4

WEEK #10		
04/21/10		FIELD #
6:40 PM	3 vs 1	#4
7:50 PM	2 vs 4	#4
9:00 PM	6 vs 5	#4

Bold number indicates double-header

Tentative Raindates / Playoffs: 04/28/10, 05/05/10

League Format: 6-Team, 2 rounds

League Championship: First round winner vs. second round winner

League Guidelines:

1. The second team listed is the **HOME** team and is assigned the **3rd base dugout**.
2. **Game time is forfeit time.** Teams must pay \$30 forfeit fee within 24 hours before the next scheduled game.
3. Any player ejected from a game **may not play** in the next scheduled game and must request reinstatement before participating again.
4. Rainout games will be rescheduled at the end of the season, if time permits.
5. **No alcoholic beverages or tobacco products are allowed in Fountain Valley parks.**
6. The last day to make roster changes will be **03/09/10** at 4:00 PM.