

14U

Sat

Time	Varsity	JV	3
9	A-B	C-D	5-6
10:10	A-C	E-G	3-5
11:20	B-I	2-6	3-4
12:30	C-I	D-F	4-7
1:40	E-F	1-2	5-7
2:50	B-F	1-3	6-7
4:00	G-I	2-3	1-4
5:10	F-H	4-6	2-7
6:20	G-H		1-5

		Sat 3-19								
		9	10:10	11:20	12:30	1:40	2:50	4:00	5:10	6:20
Sliders	A	Ruckus	Crossfire							
Ruckus	B	Sliders		Blast / C			UC Lighting			
Crossfire	C	Flash	Sliders		Blast / C					
Flash	D	Crossfire			UC Lighting					
D. Banits	E		Explosion			UC Lighting				
UC Lighting	F				Flash	D.Bandits	Ruckus		Racers	
Explosion	G		D.Bandits					Blast / C		Racers
Racers	H								UC Lighting	Explosion
Blast / C	I			Ruckus	Crossfire			Explosion		

Sun

Time	Varsity	JV	3
10	C-H	B-G	
11:10	A-D		
12:20	A-E	D-H	
1:30	E-I		

12U

		Sat 3-19								
		9	10:10	11:20	12:30	1:40	2:50	4:00	5:10	6:20
Blast / D	1					Nitro	Hot Shots	Blast / L		Hotshots/N
Nitro	2			Ruckus		Blast / D		Hot Shots	UC Lighting	
Hot Shots	3		Hotshots/N	Blast / L			Blast / D	Nitro		
Blast / L	4			Hot Shots	UC Lighting			Blast / D	Ruckus	
Hot Shots / N	5	Ruckus	Hot Shots			UC Lighting				Blast / D
Ruckus	6	Hotshots/N		Nitro			UC Lighting		Blast / L	
UC Lighting	7				Blast / L	Hotshots/N	Ruckus		Nitro	

14U

Sun 3-20			
10:00	11:10	12:20	1:30
	Flash	D.Bandits	
Explosion			
Racers			
	Sliders	Racers	
		Sliders	Blast / C
Ruckus			
Crossfire		Flash	
			D.Bandits

- Capital High
- Each team provides 2 game balls
- 60 min drop dead
- Coaches can coach at any time during the game no time out limits
- If a team hits through the line up, changes sides at that time
- Game time is time time, if you are not there and the other team is the clock will start

Friendly ran by Dave Kemper 208-695-1023