## **REVISED FEB. 14**

Postponed games rescheduled.

Game Day:

C+

**TEAM** 

M-515-16F

Open Slow Pitch:

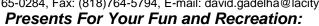
League Number:

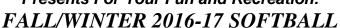
Valley Blue Crew

(Champions)

## City of Los Angeles \* Department of Recreation and Parks Municipal Sports Section

6911 Laurelgrove Ave., North Hollywood CA 91605 (818)765-0284, Fax: (818)764-5794, E-mail: david.gadelha@lacity.org







**Combat Zone** 

**PCT** 

.773

**POINTS** 

17

Roster

Submitted

Yes (Sept. 28)

**ALL GAMES TO BE PLAYED AT:** Sepulveda Basin Sports Complex. Dia. #4, (SB4) 6201 Balboa Bl., Encino, 91406 & Balboa Sports Complex Dia. #4, (B4) 17015 Burbank Bl., Encino 91316 Field Conditions Hotline (818) 765-0743

2

FINAL LEAGUE STANDINGS

**TIES** 

1

<u>FF</u>

0

**Valley Blue Crew** 

<u>W</u>

8

	Los Ce	rveceros		6	3	2	0	14	.636	Yes (Sept. 26)	7
	Combat Zone			6	4	1	0	13	.591	Yes (Sept. 30)	
	Granada Hills 1st Pre			5	6	0	0	10	.455	Yes (Sept. 26)	
İ	Backdoor Sliders			0	10	0	3	-3	.000	Yes (Oct. 7)	1
DATE		TIME	VISITO	R	SC	ORES	HOME			BYE	_
φφφφφφφφ FIRST ROUND φφφφφφφφφ									<del></del>		
9/9/16		7:30pm – SB4 9:00pm – B4	Granada Hills 1st Pres Valley Blue Crew		<b>es.</b> 18		6 Backdoor 9 4 <b>Los Cerve</b>		Combat Zone		
		7:30pm – SB4 9:00pm – B4	Combat Zone Granada Hills 1st Pres.		7 s. 11		Los Cerveceros Valley Blue Crew			Backdoor Sliders	
<b>9/23/16</b> 7:30pm – SB4 9:00pm – B4		Backdoor Sliders Combat Zone		16 9		S Valley Blue Crew OGranada Hills 1st Pres.			Los Cerveceros		
<b>9/30/16</b> 7:30pm – SB		t turned in a legal ro 7:30pm – SB4 9:00pm – B4	oster by Sept. 30 will only receil Los Cerveceros Backdoor Sliders		receive one p 9 9		starting with the games of Sept. 30. 7 Granada Hills 1st Pres. 8 Combat Zone			0. Full rule on page 3 of rule book. Valley Blue Crew	
10/7/16	<b>10/7/16</b> 7:30pm – SB4 9:00pm – B4		Valley Blue Crew Los Cerveceros		11 26	1	9 Combat Zo 1 Backdoor \$	Sliders	Granada Hills 1st Pres.		
	R DEADLINE	7:30pm – SB4 9:00pm – B4	Backdoor Los Cerve	Sliders	4 13	19		Hills 1st Pres.		Combat Zone	
*Citywia <b>10/21/1</b>		ent Entry Forms Due 7:30pm – SB4 9:00pm – B4	Los Cerve Valley Blu		9 22		5 <mark>Combat Z</mark> 5 Granada H	one Iills 1st Pres.		Backdoor Sliders	
10/28/1 ***ADD/DRO	16 OP DEADLINE	7:30pm – SB4 9:00pm – B4	Valley Blu Granada H	i <mark>e Crew</mark> Hills 1st Pre	26 s. 6		6 Backdoor S 1 <b>Combat Z</b>			Los Cerveceros	
11/4/16		7:30pm – SB4 9:00pm – B4 <b>1/16 – No games</b>	Combat Z		s. 10 23		1 <b>Los Cerve</b> 5 Backdoor \$			Valley Blue Crew	
11/18/16		7:30pm – SB4 9:00pm – B4	Combat Zo Backdoor	one Sliders	10 FF		1 Valley Blu V Los Cerve			Granada Hills 1st	Pres.
11/25/16 – No games – Day after Thanksgiving											
12/2/16	5	7:30pm – SB4 9:00pm – B4		Hills 1st Pr		FF	Backdoor S 1 Los Cerve	Sliders		Combat Zone	
12/9/16	5	7:30pm – SB4 9:00pm – B4	Combat Zo Granada H	one Hills 1st Pre	17 s. 4		7 Los Cerve 0 <b>Valley Blu</b>			Backdoor Sliders	
12/16/1		7:30pm – SB4 9:00pm – B4	Backdoor Combat Zo	one		Rainout Rainout	Valley Blue Granada H	e Crew Hills 1st Pres.		Los Cerveceros	
1/6/17 7:30pm – SB4 9:00pm – B4		<b>No games – Winter Brea</b> Los Cerveceros Backdoor Sliders		reak .	Rainout Rainout	Granada Hills 1st Pres. Combat Zone			Valley Blue Crew		
1/13/17	7	7:30pm – SB4 9:00pm – B4	Valley Blue Los Cerve			Rainout Rainout	Combat Zo Backdoor			Granada Hills 1st	Pres.
1/20/17	7	7:30pm – SB4 9:00pm – B4	Backdoor Combat Zo				Valley Blue Granada H	e Crew lills 1st Pres.		Los Cerveceros	
1/27/17	7	7:30pm – B2	Los Cerve			Rainout		lills 1st Pres.		Valley Blue Crew	
		9:00pm – B4	Backdoor	Sliders	Fı FF	rom Jan. 6 W	Combat Z	one			
Feb. 3, <b>2/24/17</b>		mes rained out. 7:30pm – Louise	Valley Blue	e Crew	Fre	om Jan. 13	Combat Z	one			
		9:00pm – B4	Los Cerve	ceros	10 Fi 11	11 0 rom Jan. 10	Granada H	Hills 1st Pres.			
3/3/17		7:30pm – SB2	3 <sup>RD</sup> Place Combat Z		22	;	2 <sup>ND</sup> PLACE 3 Los Cerve				
		9:00pm – SB2	2/3 Winne Combat Z	one	5	<b>LAYOFFS</b> 12	1 <sup>st</sup> Place 2 <b>Valley Blu</b>	e Crew			
MAKE-UP DATES (If Necessary): 3/3/17, 3/10/17, & 3/17/17											