



Friday Night 3-Pitch Baseball 2011 Game Schedule

Date	Sherwood A	Sherwood B	Sherwood C	Sherwood D	Millcroft A	Ireland A	Ireland B	Nelson A	Brant Hills B	Brant Hills C
	6:45pm	6:45pm	6:45pm	6:45pm	6:45pm	6:45pm	6:45pm	6:45pm	6:45pm	6:45pm
6-May	Exhibition Games				-----	-----	-----	-----	-----	-----
	7 - 6	5 - 2	8 - 3	4 - 1						
13-May	8 - 2	7 - 1	5 - 4	3 - 6	-----	-----	-----	-----	-----	-----
20-May	Holiday Weekend - No Games									
27-May	4 - 7	5 - 8	1 - 6	2 - 3	-----	-----	-----	-----	-----	-----
3-Jun	6 - 2	7 - 3	5 - 1	8 - 4	-----	-----	-----	-----	-----	-----
10-Jun	1 - 4	2 - 5	3 - 8	6 - 7	-----	-----	-----	-----	-----	-----
17-Jun				-----	3 - 4	5 - 6	1 - 2	-----	-----	7 - 8
24-Jun	1 - 8	4 - 6	2 - 7	3 - 5	-----	-----	-----	-----	-----	-----
1-Jul	Holiday Weekend - No Games									
8-Jul	8 - 6	3 - 1	7 - 5	4 - 2	-----	-----	-----	-----	-----	-----
9-Jul	9:00	3 - 2	8 - 5	6 - 1	7 - 4	-----	-----	-----	-----	-----
	10:30	1 - 5	3 - 7	4 - 8	2 - 6	-----	-----	-----	-----	-----
	12:45	All Star Game	-----	-----	-----	-----	-----	-----	-----	-----
15-Jul	-----	-----	-----	-----	2 - 8	1 - 7	4 - 5	3 - 6	-----	-----
22-Jul	5 - 7	6 - 8	2 - 4	1 - 3	-----	-----	-----	-----	-----	-----
29-Jul	Holiday Weekend - No Games									
5-Aug	5 - 3	6 - 4	7 - 2	8 - 1	-----	-----	-----	-----	-----	-----
12-Aug	7 - 6	4 - 1	8 - 3	5 - 2	-----	-----	-----	-----	-----	-----
19-Aug	4 - 3	2 - 1	6 - 5	8 - 7	-----	-----	-----	-----	-----	-----
26-Aug	-----	-----	-----	-----	-----	8 - 2	3 - 6	-----	7 - 1	5 - 4
2-Sep	Holiday Weekend - No Games									
9-Sep	Playoff Weekend - Ireland Park and Brant Hills- See Tournament Schedule									
10-Sep	Playoff Weekend - Ireland Park - See Tournament Schedule									
11-Sep	Playoff Weekend - Ireland Park - See Tournament Schedule									

Team Legend: 1 - L.G. Life's Good, 2 - LaRey Homes, 3 - Cottonelle, 4 - SundayBell
5 - Ardent Automotive, 6 - Scion, 7 - Milton Utility & Truck Repair, 8 - Y.M.C.A.

NOTE: Home Team Is Listed First
Games on Aug. 26 are make up games for May 13 rainout.