



BIG LEAGUE DREAMS-MANTECA

2018 SEASON 2-INDOOR SOCCER: TUESDAY-COED



DATE	TIME	HOME	SCORE	VS	GUEST	SCORE
CLASSIFICATION GAME						
TUESDAY 2/6/2018	6:00 PM	That One Team		VS	Google Me	
	6:45 PM	Galaxy		VS	Condor	
	7:30 PM	400 Steps		VS	All the way Up	
	8:15 PM	Varsity		VS	Lion Heart	
	9:00 PM	10 Toes of Death		VS	Team Merica	
LEAGUE GAMES BEGIN						
TUESDAY 2/13/2018	6:00 PM	All the way Up	6	VS	Galaxy	5
	6:45 PM	Team Merica	4	VS	Lion Heart	9
	7:30 PM	Condor	6	VS	Google Me	7
	L-1 8:15 PM	400 Steps	5	VS	Varsity	7
	9:00 PM	That One Team	11	VS	10 Toes of Death	5
ROSTERS FREEZE AFTER TONIGHT						
TUESDAY 2/27/2018	6:00 PM	10 Toes of Death		VS	Condor	
	6:45 PM	Varsity		VS	All the way Up	
	7:30 PM	Galaxy		VS	Team Merica	
	L-3 8:15 PM	That One Team		VS	400 Steps	
	9:00 PM	Lion Heart		VS	Google Me	
VIEW STANDINGS ON LINE AT www.bigleaguedreams.com						
TUESDAY 3/6/2018	6:00 PM	Team Merica		VS	All the way Up	
	6:45 PM	Galaxy		VS	That One Team	
	7:30 PM	Condor		VS	Varsity	
	L-4 8:15 PM	Lion Heart		VS	10 Toes of Death	
	9:00 PM	Google Me		VS	400 Steps	
ROSTERS FREEZE AFTER TONIGHT						
TUESDAY 3/13/2018	6:00 PM	Condor		VS	Lion Heart	
	6:45 PM	All the way Up		VS	That One Team	
	7:30 PM	10 Toes of Death		VS	400 Steps	
	L-5 8:15 PM	Galaxy		VS	Google Me	
	9:00 PM	Varsity		VS	Team Merica	
ROSTERS FREEZE AFTER TONIGHT						
TUESDAY 3/20/2018	6:00 PM	10 Toes of Death		VS	Galaxy	
	6:45 PM	Condor		VS	Team Merica	
	7:30 PM	400 Steps		VS	Lion Heart	
	L-6 8:15 PM	All the way Up		VS	Google Me	
	9:00 PM	Varsity		VS	That One Team	
ROSTERS FREEZE AFTER TONIGHT						
TUESDAY 3/27/2018	6:00 PM	Google Me		VS	Varsity	
	6:45 PM	Team Merica		VS	That One Team	
	7:30 PM	10 Toes of Death		VS	All the way Up	
	L-7 8:15 PM	400 Steps		VS	Condor	
	9:00 PM	Lion Heart		VS	Galaxy	
LAST DAY TO RESERVE SPOT FOR NEXT SEASON						
TUESDAY 4/3/2018	6:00 PM	That One Team		VS	Condor	
	6:45 PM	Lion Heart		VS	All the way Up	
	7:30 PM	Varsity		VS	10 Toes of Death	
	L-8 8:15 PM	Google Me		VS	Team Merica	
	9:00 PM	400 Steps		VS	Galaxy	
PLAYOFFS BEGIN April 10th						