

Auburn Recreation District  
Co-Ed "American" Softball  
Summer 2017

- >>>> All games are at the **Regional "A"/Bill Bean Memorial Field.**
- >>>> The team with the best overall record will win the league outright.
- >>>> All participants are to abide by the "Athletic Code of Conduct" at all times. Copies are available at ARD.
- >>>> League Schedule Line: (530) 885-8461, option 4. **Please do not call the rain out line!**
- >>>> Teams listed first are the HOME TEAM and shall occupy the third base dugout.
- >>>> Game times and dates are subject to change.

Teams:

- |                  |                      |
|------------------|----------------------|
| 1. Smokin' Bases | 5. Famdamly          |
| 2. Century Bulbs | 6. Off In The Shower |
| 3. SPO           | 7. Bunch Of Pitches  |
| 4. CES, Inc.     |                      |

**NOTE: No Games 9/22 Due To The ARD Obstacle Race Set UP!**

Friday, July 14

6:15pm 1 vs. 2  
7:20pm 3 vs. 4  
8:25pm 5 vs. 6  
Bye 7

Friday, July 21

6:15pm 3 vs. 1  
7:20pm 5 vs. 2  
8:25pm 7 vs. 4  
Bye 6

Friday, July 28

6:15PM 5 vs. 3  
7:20pm 7 vs. 1  
8:25pm 6 vs. 2  
Bye 4

Friday, August 4

6:15pm 7 vs. 5  
7:20pm 6 vs. 3  
8:25pm 4 vs. 1  
Bye 2

Friday, August 11

6:15pm 2 vs. 3  
7:20pm 4 vs. 5  
8:25pm 6 vs. 7  
Bye 1

Friday, August 18

6:15pm 5 vs. 1  
7:20pm 7 vs. 2  
8:25pm 4 vs. 6  
Bye 3

Friday, August 25

6:15pm 2 vs. 4  
7:20pm 1 vs. 6  
8:25pm 3 vs. 7  
Bye 5

Friday, September 1

6:15pm 2 vs. 1  
7:20pm 4 vs. 3  
8:25pm 6 vs. 5  
Bye 7

Friday, September 8

6:15pm 1 vs. 3  
7:20pm 2 vs. 5  
8:25pm 4 vs. 7  
Bye 6

Friday, September 15

6:15pm 3 vs. 5  
7:20pm 1 vs. 7  
8:25pm 2 vs. 6  
Bye 4

Friday, September 29

6:15pm 5 vs. 7  
7:20pm 3 vs. 6  
8:25pm 1 vs. 4  
Bye 2

Friday, October 6

6:15pm 4 vs. 2  
7:20pm 7 vs. 6  
Bye 1, 3, 5

**REMINDER: Per rules #22 & #23 of the ARD Softball rules, alcohol consumption before and during league games is prohibited. Alcohol containers in the dugouts are never allowed. Either of these offenses can lead to ejection and/or game forfeiture.**