2019 Summer Mens Comp

ROUND (Date)	TIME	VS	DUTY	BYE
Round 1	6:20pm	Toon Squad VS Sharks	Mudcrabs	Network Video
24th Feb	7:20pm	Balls Deep VS Mudcrabs	Toon Squad	
Round 2	6:20pm	Toon Squad VS Balls Deep	Network Video	Mudcrabs
3rd March	7:20pm	Sharks VS Network Video	Balls Deep	
Round 3	6:20pm	Network Video VS Mudcrabs	Sharks	Toon Squad
10th March	7:20pm	Balls Deep VS Sharks	Mudcrabs	
Round 4	6:20pm	Network Video VS Balls Deep	Toon Squad	Sharks
17th March	7:20pm	Toon Squad VS Mudcrabs	Network Video	
2 15	6.30			
Round 5	6:20pm	Sharks VS Mudcrabs	Toon Squad	Balls Deep
24th March	7:20pm	Network Video VS Toon Squad	Sharks	
Round 6	6:20pm	Balls Deep VS Mudcrabs	Sharks	
31st March	7:20pm	Toon Squad VS Sharks	Balls Deep	Network Video
Round 7	6:20pm	Sharks VS Network Video	Balls Deep	Mudcrabs
7th April	7:20pm	Toon Squad VS Balls Deep	Network Video	
Daylight Savings Ends	-	-	-	
Round 8	6:20pm	Balls Deep VS Sharks	Mudcrabs	Toon Squad
14th April	7:20pm	Network Video VS Mudcrabs	Sharks	
D 10	6.20		N. J.	
Round 9	6:20pm	Toon Squad VS Mudcrabs	Network Video	Sharks
28th April	7:20pm	Network Video VS Balls Deep	Toon Squad	
Round 10	6:20pm	Network Video VS Toon Squad	Mudcrabs	
5th May	7:20pm	Sharks VS Mudcrabs	Toon Squad	Balls Deep
	7.20pm	Sharks vs Madelabs	. co squad	
Semi Finals	6:20pm	Game 1 - 1st VS 4th	TBD	
19th May	7:20pm	Game 2 - 2nd VS 3rd	TBD	
Grand Final	6:20pm	Winner of <i>Game 1</i> VS Winner of <i>Game 2</i>	TBD	-
26th May	1			

Points: 3 Points for a Win, 2 Points for a Draw, 1 Point for a Loss, Forfeit is 0 Points.

Finals: To qualify for finals, players must play 50% of games.

Teams: Players must be registered and have paid registration fees before playing any gam

Game Times: Games will start on time.

Safety: No long nails, hard rimmed hats or jewllery are permitted while playing.

Coordinator: Cameron Scerri - 0466 643 073

Facebook and Website: Keep an eye on Facebook and Website for more information.

DUTY: Teams must be *prepared* to supply at least 2 umpires and 2 scorers Failure to do so will result in 4 points decuted from ladder