

## Wednesday League

**1** Vicky's Sports Bar  
**2** Anderson Custom Cabinets  
**3** Eide Ford  
**4** New Vision Security

**5** Ahern Rentals  
**6** Old Town Tavern  
**7** Seven Seas Bar & Grill  
**8** Broken Oar  
**9** Little Caesars/Bremer Bank/Direct Ag

### May 3

D1 1 vs 8  
 D2 2 vs 7  
 D3 3 vs 6  
 D4 4 vs 5

Bye 9

### May 31

D1 5 vs 8  
 D2 4 vs 9  
 D3 6 vs 7  
 D4 1 vs 3

Bye 2

### June 28

D1 7 vs 9  
 D2 1 vs 6  
 D3 2 vs 5  
 D4 3 vs 4

Bye 8

### August 2

D1 4 vs 6  
 D2 1 vs 9  
 D3 3 vs 7  
 D4 2 vs 8

Bye 5

### May 10

D1 3 vs 5  
 D2 1 vs 7  
 D3 2 vs 6  
 D4 8 vs 9

Bye 4

### June 7

D1 5 vs 7  
 D2 4 vs 8  
 D3 3 vs 9  
 D4 1 vs 2

Bye 6

### July 12

D1 1 vs 8  
 D2 2 vs 7  
 D3 3 vs 6  
 D4 4 vs 5

Bye 9

### August 9

D1 5 vs 8  
 D2 4 vs 9  
 D3 6 vs 7  
 D4 1 vs 3

Bye 2

### May 17

D1 2 vs 9  
 D2 3 vs 8  
 D3 4 vs 7  
 D4 5 vs 6

Bye 1

### June 14

D1 2 vs 4  
 D2 1 vs 5  
 D3 6 vs 9  
 D4 7 vs 8

Bye 3

### July 19

D1 3 vs 5  
 D2 1 vs 7  
 D3 2 vs 6  
 D4 8 vs 9

Bye 4

### August 16

RAIN  
 OUT  
 MAKE UP  
 DATE

### May 24

D1 2 vs 8  
 D2 1 vs 9  
 D3 3 vs 7  
 D4 4 vs 6

Bye 5

### June 21

D1 2 vs 3  
 D2 1 vs 4  
 D3 5 vs 9  
 D4 6 vs 8

Bye 7

### July 26

D1 2 vs 9  
 D2 3 vs 8  
 D3 4 vs 7  
 D4 5 vs 6

Bye 1

Game time is 6:30

- Late games start 5 minutes after early games completed. Have your players arrive by 8 PM.
- Roster change deadline is Friday June 16, 2017.
- Deadline for state tournament fee of \$225.00 for C and D and \$175.00 for Rec and Masters teams by Friday, June 23, 2017. Give to Bryan Jones, Dean Berger, or Scott Brahos. Make check to Mandan Softball Association.
- Listen to local radio stations or check Facebook for rain cancellations. If you don't know- SHOW UP!!!!!!!!!!!!!!

## LEAGUE OFFICIALS

### President

Bryan Jones (C) 426-8704

### Vice-President

Sean Hotchkiss (C) 390-4057

### Commissioner

Scott Brahos (C) 425-9444

### Secretary/Treasurer

Dean Berger (C) 471-7392

### Tournament Manager

JD Hanson (C) 400-8339