



ST. BONAVENTURE BASEBALL 2019 SOFTBALL SCHEDULE

ALL GAMES ARE HELD AT THE ST. BONAVENTURE CHURCH DIAMOND.
 PLAYERS ARE REQUIRED TO BE AT THE DIAMOND 30 MINUTES BEFORE GAME TIME.
GAMES BEGIN AT 6:30 PM ON WEDNESDAYS AND 11:00 AM ON SATURDAYS
 IN THE EVENT OF BAD WEATHER, YOU MUST STILL REPORT TO THE FIELD.
 THE UMPIRE WILL BE RESPONSIBLE FOR DECIDING IF THE GAME WILL BE PLAYED OR NOT.

	Coaches	Sponsors
TEAM 1: PADRES	Charles and Theresa Kellen	Purple People Eaters
TEAM 2: CARDINALS	Michael Innes and Heather Johnstone	York Mills Dentistry
TEAM 3: ANGELS	Michele Fowler and Emma Ferguson	Curman Contracting Ltd.

EVALUATION DAY April 8th 6:30pm St. Bonaventure Church Diamond

	Day	Date	Home	Away	Player Arrival Time
Week 1	Wednesday	May 1	CARDINALS	PADRES	6:00 PM
	Saturday	May 4	PADRES	ANGELS	10:30 AM
Week 2	Wednesday	May 8	ANGELS	CARDINALS	6:00 PM
	Saturday	May 11	PADRES	CARDINALS	10:30 AM
Week 3	Wednesday	May 15	ANGELS	PADRES	6:00 PM
	Saturday	May 18	CARDINALS	ANGELS	10:30 AM
Week 4	Wednesday	May 22	CARDINALS	PADRES	6:00 PM
	Saturday	May 25	PADRES	ANGELS	10:30 AM
Week 5	Wednesday	May 29	ANGELS	CARDINALS	6:00 PM
	Saturday	June 1	PADRES	CARDINALS	10:30 AM
Week 6	Wednesday	June 5	ANGELS	PADRES	6:00 PM
	Saturday	June 8	CARDINALS	ANGELS	10:30 AM
Week 7	Wednesday	June 12	CARDINALS	PADRES	6:00 PM
	Saturday	June 15	PADRES	ANGELS	10:30 AM
PLAYOFFS					

Semifinal Wednesday June 19 2nd 3rd 6:00 PM

FINALS **SATURDAY** June 22 1st Place Team Winner of SF 9:30AM

Home Team must bring the following equipment to the diamond from the equipment room:

- 1 Umpire equipment - mask, chest protector, shin guards.
- 2 First Aid Kit
- 3 Bases - including orange coloured Safe-T-Base for First base.
- 4 Game Ball - use the newest ball available as it is better for the hitters.
- 5 Pitcher's Helmet

**If you are going to miss a game or practice please inform the coaches as soon as possible.
 Players are expected to be on time for games and practices.**

PLEASE E-MAIL YOUR SCORES TO SARAH O'DEA AT sodea@rogers.com AFTER THE GAME