

Men 30 + Division 2

TUESDAY

TEAM NAME	Manager	Home Phone	Email
1 Howard County Fire & Rescue	Clayton Belle	410-579-2813	cbelle@iafflocal2000.org
2 EC Ballers	Maury LaPointe	410-716-7230	Mlapointe5@hotmail.com
3 Armed Forces	Todd Myers	443-509-4990	Tmyers2174@gmail.com
4 Shuffles	Wayne Jones	410-227-4799	Wjaone1216@verizon.net
5 Lamms for Slaughter	Steve Lamm	240-568-9896	Stevelamm1@verizon.net
6 Ball Hawks	Josh Clark	240-893-3123	jclark@pacsun.com
7 Flying Donkeys	Mike Thompson	443-257-8982	mandkthompson@gmail.com

TUESDAY January 11, 2011

1 vs 6 8:00pm MAC 4
5 vs 2 9:00pm MAC 4
3 vs 4 10:00pm MAC 4
7 Bye

TUESDAY January 18, 2011

7 vs 5 8:00pm MAC 4
4 vs 1 9:00pm MAC 4
2 vs 3 10:00pm MAC 4
6 Bye

TUESDAY January 25, 2011

6 vs 4 8:00pm MAC 4
3 vs 7 9:00pm MAC 4
1 vs 2 10:00pm MAC 4
5 Bye

TUESDAY February 1, 2011

5 vs 3 8:00pm MAC 4
2 vs 6 9:00pm MAC 4
7 vs 1 10:00pm MAC 4
4 Bye

TUESDAY February 8, 2011

4 vs 2 8:00pm MAC 4
1 vs 5 9:00pm MAC 4
6 vs 7 10:00pm MAC 4
3 Bye

TUESDAY February 15, 2011

1 vs 3 8:00pm MAC 4
7 vs 4 9:00pm MAC 4
6 vs 5 10:00pm MAC 4
2 Bye

TUESDAY February 22, 2011

7 vs 2 8:00pm MAC 4
6 vs 3 9:00pm MAC 4
5 vs 4 10:00pm MAC 4
1 Bye

TUESDAY March 1, 2011

2 vs 5 8:00pm MAC 4
4 vs 3 9:00pm MAC 4
1 vs 6 10:00pm MAC 4
7 bye

THURSDAY March 8, 2011

3 vs 2 8:00pm MAC 4
1 vs 4 9:00pm MAC 4
5 vs 7 10:00pm MAC 4

7 vs 6 TBA

Inclement Weather # 410-313-4452 then press 2 for MAC information

DIRECTIONS TO MEADOWBROOK ATHLETIC COMPLEX (MAC):

5001 Meadowbrook Lane, Ellicott City, MD 21043. From Route 29, exit Route 100 East. Exit onto Long Gate Parkway (the first exit). At the end of the exit ramp, stay left to go straight. After passing the Park & Ride, turn left into the park. From I 95, exit Route 100 West then exit 1A, Long Gate Parkway. At end of ramp, turn left. At the stop sign, turn right onto Meadowbrook Lane. Turn left into the complex.

Union Jack's



Sponsor of Howard County Recreation
& Parks Adult Sports Leagues
"Your Post-Game Headquarters"
410.313.4452
Head to Columbia Hill

