

WCSL 2022 WEDNESDAY SCHEDULE

Week 11 - July 13					
		Teams	Div	Game 1	Game 2
Diamond 1	<i>Away</i>	Pantry Pounders	3	7	13
	<i>Home</i>	Bean Flickers	3	0	6
Diamond 2	<i>Away</i>	Balls to the Walls	3	12	12
	<i>Home</i>	Busch League	3	2	2
Diamond 3	<i>Away</i>	Old Dirty Batters	4	13	7
	<i>Home</i>	Ump Yours	4	9	0
Diamond 4	<i>Away</i>	Inglorius Batters	4	13	8
	<i>Home</i>	Saved by the Balls	4	9	9
Diamond 5	<i>Away</i>	Buzzed	1	7	2
	<i>Home</i>	Balls and Dolls	1	0	15
Diamond 6	<i>Away</i>	Those People	1	7	8
	<i>Home</i>	Wheres My Pitches At	1	0	6
Diamond 7	<i>Away</i>	Humpires	2	7	11
	<i>Home</i>	Southern Rejects	2	0	5
Diamond 8	<i>Away</i>	Greniers	2	0	0
	<i>Home</i>	Hammertime	2	7	15

Week 12 - July 20					
		Teams	Div	Game 1	Game 2
Diamond 1	<i>Away</i>	Those People	1	7	7
	<i>Home</i>	Buzzed	1	0	0
Diamond 2	<i>Away</i>	Wheres My Pitches At	1	0	0
	<i>Home</i>	Balls and Dolls	1	7	7
Diamond 3	<i>Away</i>	Humpires	2	7	7
	<i>Home</i>	Greniers	2	0	0
Diamond 4	<i>Away</i>	Hammertime	2	7	7
	<i>Home</i>	Southern Rejects	2	0	0
Diamond 5	<i>Away</i>	Balls to the Walls	3	4	9
	<i>Home</i>	Pantry Pounders	3	10	4
Diamond 6	<i>Away</i>	Busch League	3	7	7
	<i>Home</i>	Bean Flickers	3	0	0
Diamond 7	<i>Away</i>	Old Dirty Batters	4	3	14
	<i>Home</i>	Inglorius Batters	4	0	0
Diamond 8	<i>Away</i>	Saved by the Balls	4	14	12
	<i>Home</i>	Ump Yours	4	1	0

Week 13 - July 27					
		Teams	Div	Game 1	Game 2
Diamond 1	<i>Away</i>	Inglorius Batters	4	7	7
	<i>Home</i>	Ump Yours	4	0	0
Diamond 2	<i>Away</i>	Old Dirty Batters	4	7	6
	<i>Home</i>	Saved by the Balls	4	4	3
Diamond 3	<i>Away</i>	Balls to the Walls	3	12	16
	<i>Home</i>	Bean Flickers	3	3	7
Diamond 4	<i>Away</i>	Pantry Pounders	3	18	11
	<i>Home</i>	Busch League	3	0	2
Diamond 5	<i>Away</i>	Greniers	2	3	7
	<i>Home</i>	Southern Rejects	2	14	16
Diamond 6	<i>Away</i>	Humpires	2	12	8
	<i>Home</i>	Hammertime	2	1	10
Diamond 7	<i>Away</i>	Those People	1	6	8
	<i>Home</i>	Balls and Dolls	1	7	3
Diamond 8	<i>Away</i>	Buzzed	1	3	7
	<i>Home</i>	Wheres My Pitches At	1	13	12

SUBJECT TO CHANGE WITH NOTICE