

## INTRAMURAL FLAG FOOTBALL SCHEDULE - FALL 2011

1. Check your schedule. GAME TIME is FORFEIT TIME
2. Games rained out will not be rescheduled unless absolutely necessary.
3. The top teams (not sure how many) from each men's league will advance to the playoffs.
4. Fields are located on the Behrend Fields.

### Men's Leagues

A		B	
1. Delta Chi	9. Squirrel Monkeys	17. Westside Platypie	25. Young Justice
2. Weidner	10. Stop The Itch	18. America	26. Sig Tau
3. Waiting Skyrim	11. Walla Walla	19. Slow White Guys	27. Taylor Gang
4. Perry Eins	12. Purple Cobra	20. TD There	28. Fittsburgh Feelers
5. Perry Zwie	13. Hamcocks	21. Speedesters	29. Koala Bears
6. Squid Pants	14. Caruso	22. East 404	30. G's Up
7. Gregory	15. Ball Beaters	23. Ridiculousnous	31. Triangle
8. Shock n Awe	16. Brick squad	24. KDR	32. Big Ole \$\$\$

	1	2	3
Thu, Oct 6			
5:00	17-32	18-31	22-27
5:45	20-29	21-28	19-30

Mon, Oct 10			
5:00	1-16	2-15	3-14
5:45	4-13	5-12	6-11

Tue, Oct 11			
5:00	17-31	32-30	23-26
5:45	18-29	19-28	24-25

Wed, Oct 12			
5:00	7-8	5-10	15-13
5:45	4-11	1-14	6-9

Thu, Oct 13			
5:00	23-24	21-26	22-25
5:45	20-27	17-30	31-29

Mon, Oct 17			
5:00	7-10	8-9	1-15
5:45	16-14	2-13	3-12

Tue, Oct 18			
5:00	22-23	20-25	21-24
5:45	32-28	19-26	18-27

Wed, Oct 19			
5:00	16-12	5-8	3-10
5:45	4-9	12-11	6-7

Thu, Oct 20			
5:00	31-27	32-26	18-25
5:45	17-29	30-28	19-24

	1	2	3
Mon, Oct 24			
5:00	16-10	14-12	3-8
5:45	1-13	2-9	15-11

Tue, Oct 25			
5:00	20-23	21-22	30-26
5:45	17-28	29-27	31-25

Wed, Oct 26			
5:00	13-11	14-10	1-12
5:45	4-7	5-6	15-9

Thu, Oct 27			
5:00	32-24	18-23	20-21
5:45	19-22	17-27	28-26

Mon, Oct 31			
5:00	16-8	2-7	12-10
5:45	4-5	1-11	3-6

Tue, Nov 1			
5:00	30-24	31-23	32-22
5:45	29-25	19-20	18-21

Wed, Nov 2			
5:00	13-9	14-8	15-7
5:45	16-6	2-5	3-4

**PLAYOFFS Saturday, Nov 5 OR Sunday Nov 6**  
**Brackets Will Be Posted In The IM Glass Case**  
**and On The Web - Friday, November 4**

[behrend.psu.edu/athletics/intramurals/playoffschedules.htm](http://behrend.psu.edu/athletics/intramurals/playoffschedules.htm)  
**You Must Check TO SEE WHEN YOU PLAY**