



Ladera Ranch Community Services
 2026 Winter/Spring Adult Softball
 Thursday D+

Schedule: <https://laderalife.com/lifestyle/recreational-programs/ladera-ranch-adult-softball>

Field Status: <https://laderalife.com/lifestyle/sports/field-status-and-conditions>

Email: Joanne.Kopeny@fsresidential.com

	Team Name	Manager	Wins	Losses	Standings
1	Loose Cannons	Ryan Goodbrand	9.5	2.5	1 st
2	Dirty Mike and the Boys	Mario Morales	2.5	9.5	5 th
3	Diablos	Greg Matz	7.5	4.5	2 nd
4	TBD	Mike Esquivel	3.5	8.5	4 th
5	Board and Brew	Blake Hayes	7	5	3 rd

Rosters due Week 1
Add/drop forms due prior to Week 6

Date	Time	Teams	Field	Date	Time	Teams	Field
Feb 5	6:30 p.m.	4 vs 1 4-21	COX 2	Mar 12	6:30 p.m.	3 vs 1 13-21	COX 2
	7:40 p.m.	5 vs 1 4-13	COX 2		7:40 p.m.	1 vs 5 11-10	COX 2
	8:50 p.m.	2 vs 3 5-25	COX 2		8:50 p.m.	2 vs 4 0-7 FF	COX 2
Feb 12	6:30 p.m.	5 vs 2 21-1	COX 2	Mar 19	6:30 p.m.	2 vs 5 12-26	COX 2
Rained Out	7:40 p.m.	1 vs 2 15-17	COX 2		7:40 p.m.	3 vs 2 21-2	COX 2
Makeup 4/23	8:50 p.m.	3 vs 4 21-19	COX 2		8:50 p.m.	1 vs 4 17-17	COX 2
Feb 19	6:30 p.m.	3 vs 1 9-17	COX 2	Mar 26	6:30 p.m.	5 vs 3 12-12	COX 2
Rained Out	7:40 p.m.	2 vs 3 9-24	COX 2	Lights Out	7:40 p.m.	4 vs 3	COX 2
Makeup 4/30	8:50 p.m.	4 vs 5 0-7 FF	COX 2	Makeup	8:50 p.m.	1 vs 2	COX 2
				See below			
Feb 26	6:30 p.m.	1 vs 4 20-17	COX 2	Apr 2	6:30 p.m.	4 vs 5 8-23	COX 2
	7:40 p.m.	4 vs 3 1-21	COX 2		7:40 p.m.	2 vs 4 11-21	COX 2
	8:50 p.m.	5 vs 2 20-20	COX 2		8:50 p.m.	3 vs 1 4-17	COX 2
Mar 5	6:30 p.m.	4 vs 2 28-2	COX 2	No Games Apr 9			
	7:40 p.m.	5 vs 3 9-3	COX 2	Apr 16	6:30 p.m.	2 vs 1 14-23	COX 2
	8:50 p.m.	1 vs 5 25-15	COX 2		7:40 p.m.	5 vs 4 24-8	COX 2
					8:50 p.m.	3 vs 5 26-21	COX 2

Makeup Games from March 26 (Lights Out)

May 7

6:30 pm 4 vs 3 0-7 FF

7:40 pm 1 vs 2 11-19

May 14 - Playoffs

(Top 4 Teams Qualify)

6:30 p.m. Board and Brew vs Diablos

7:40 p.m. TBD vs Loose Cannons

8:50 p.m. Championship Game

All players must be on team roster and submit ID to umpire prior to first pitch

LAST TEAM LISTED IS HOME TEAM.

Game time is forfeit time.