

National Fall High School Lacrosse Tournament Schedule

Final Schedule - Updated at 3:15pm on Tuesday, November 1st

* Each game will consist of two 25 minutes halves with a 5 minute halftime

* A 5 minute break will be given between games

Saturday, November 5

Time	Field	Team 1	Team 2
9am	A	Advantage Lacrosse 1	South County
	B	Madlax Seniors	Baltimore Prep 1
10am	A	Advantage Lacrosse 2	Baltimore Elite 2
	B	Madlax Juniors	South County
11am	A	California 1	Dawgs
	B	Florida	Dukes
1pm	A	Advantage Lacrosse 1	Baltimore Prep 2
	B	Madlax Seniors	Baltimore Elite 1
2pm	A	Advantage Lacrosse 2	Baltimore Prep 1
	B	Baltimore Elite 2	California 2
3pm	A	California 1	Madlax Juniors
	B	Florida	Dawgs
4pm	A	Dukes	Advantage Lacrosse 1
	B	Baltimore Elite 1	South County
5pm	A	Advantage Lacrosse 2	Baltimore Prep 2
	B	Baltimore Elite 2	Madlax Seniors
6pm	A	California 2	Madlax Juniors
	B	Baltimore Prep 1	Florida
7pm	A	Dawgs	Baltimore Elite 1
	B	California 2	Baltimore Prep 2
8pm	A	California 1	Dukes

Sunday, November 6

Time	Field	Team 1	Team 2
8am	A	California 1	Advantage Lacrosse
	B	California 2	Florida
9am	A	California 1	Florida
	B	California 2	Advantage Lacrosse

<u>Team Names</u>	<u>Game 1</u>	<u>Game 2</u>	<u>Game 3</u>
Advantage Lacrosse 1	South County	Baltimore Prep 2	Dukes
Advantage Lacrosse 2	Baltimore Elite 2	Baltimore Prep 1	Baltimore Prep 2
Baltimore Elite 1	Madlax Seniors	South County	Dawgs
Baltimore Elite 2	Advantage Lacrosse 2	California 2	Madlax Seniors
California 1	Dawgs	Madlax Juniors	Dukes
California 2	Baltimore Elite 2	Madlax Juniors	Baltimore Prep 2
Dawgs	California 1	Florida	Baltimore Elite 1
Dukes	Florida	Advantage Lacrosse 1	California 1
Baltimore Prep 1	Madlax Seniors	Advantage Lacrosse 2	Florida
Baltimore Prep 2	Advantage Lacrosse 1	Advantage Lacrosse 2	California 2
Florida Possums	Dukes	Dawgs	Baltimore Prep 1
Madlax Juniors	South County	California 1	California 2
Madlax Seniors	Baltimore Prep 1	Baltimore Elite 1	Baltimore Elite 2
South County (SOCO)	Advantage Lacrosse 1	Madlax Juniors	Baltimore Elite 1