

2019 Men's Supermasters

2019 Results

Saturday, June 29

Pool Play consists of two twenty minute running halves. Sudden death overtime. Ties in pool play go to head to head/then fewest goals against.

Time	Location	Conference	Game	Visitor	Home	Game Link
12:30pm	Ford 1 East	A	1	Team 8 (5)	Tailgators/Generals (3)	
1:15pm	Ford 1 East	A	2	Team 8 (1)	Magic Wands/WLF (14)	
2:00pm	Ford 1 East	A	3	Tailgators/Generals (1)	Magic Wands/WLF (14)	
12:30pm	Ford 2 West	B	4	Columbus Ballhawgs (3)	Navy Old Goats (5)	
1:15pm	Ford 2 West	B	5	Columbus Ballhawgs (2)	Elder Statesmen (18)	
2:00pm	Ford 2 West	B	6	Navy Old Goats (3)	Elder Statesmen (7)	
12:30pm	Vail Mountain School	C	7	Black Lab Sports (1)	Middlebury (3)	
1:15pm	Vail Mountain School	C	8	Black Lab Sports (5)	Like a Dog (9)	
2:00pm	Vail Mountain School	C	9	Middlebury (2)	Like a Dog (5)	
3:00pm	Athletic	D	10	Silver Oysters (4)	Princeton BCLF (8)	
3:45pm	Athletic	D	11	Silver Oysters (6)	Finally 40 (5)	
4:30pm	Athletic	D	12	Princeton BCLF (3)	Finally 40 (7)	

Sunday, June 30

Time	Location	Game	Visitor	Home	Game Link
11:30am	Ford 1 East	13	Magic Wands/WLF (15)	Finally 40 (7)	
11:30am	Ford 2 West	14	Elder Statesmen (14)	Like a Dog (7)	
11:30am	Vail Mountain School	15	Team 8 (2)	Princeton BCLF (11)	
11:30am	Athletic	16	Navy Old Goats (3)	Middlebury (8)	
12:30pm	Donovan	17	Tailgators/Generals (5)	Silver Oysters (6)	
2:00pm	Donovan	18	Columbus Ballhawgs (8)	Black Lab Sports (10)	

Monday, July 1

Time	Location	Game	Visitor	Home	Game Link
11:30am	Ford 1 East	Championship	Magic Wands/WLF (10)	Elder Statesmen (11)	
11:30am	Ford 2 West	3rd Place	Finally 40 (2)	Like a Dog (6)	
11:30am	Vail Mountain School	21	Princeton BCLF (4)	Middlebury (8)	
11:30am	Athletic	22	Team 8 (3)	Navy Old Goats (7)	
12:30pm	Donovan	23	Silver Oysters (6)	Black Lab Sports (7)	
2:00pm	Donovan	24	Tailgators/Generals (9)	Columbus Ballhawgs (11)	

Final Standings

- 1st - Elder Statesmen
- 2nd - Magic Wands/WLF
- 3rd - Like a Dog
- 4th - Finally 40

2019 Champions- Elder Statesmen



Clark Bell 2019 Vail Lacrosse Shootout