

# CITY OF CHAMPIONS



## 2018 USL SCHEDULE

|      |         |                           |
|------|---------|---------------------------|
| 3.17 | 3:00 PM | NASHVILLE SC              |
| 3.31 | 3:00 PM | TAMPA BAY ROWDIES         |
| 4.7  | 7:00 PM | FC CINCINNATI             |
| 4.14 | 7:30 PM | RICHMOND KICKERS          |
| 4.21 | 7:00 PM | ATLANTA UNITED FC 2       |
| 4.28 | 7:30 PM | BETHLEHEM STEEL FC        |
| 5.5  | NOON    | INDY ELEVEN               |
| 5.13 | 6:00 PM | NASHVILLE SC              |
| 5.19 | 7:30 PM | ATLANTA UNITED FC 2       |
| 5.26 | 7:30 PM | FC CINCINNATI             |
| 6.9  | 5:00 PM | BETHLEHEM STEEL FC        |
| 6.16 | 7:30 PM | PENN FC                   |
| 6.23 | 7:00 PM | NORTH CAROLINA FC         |
| 6.27 | 7:00 PM | PITTSBURGH RIVERHOUNDS SC |
| 6.30 | 7:30 PM | NEW YORK RED BULLS II     |
| 7.7  | 7:30 PM | TAMPA BAY ROWDIES         |
| 7.14 | 7:00 PM | CHARLESTON BATTERY        |

|       |         |                           |
|-------|---------|---------------------------|
| 7.21  | 7:30 PM | CHARLOTTE INDEPENDENCE    |
| 7.28  | 2:00 PM | OTTAWA FURY FC            |
| 8.5   | 5:00 PM | INDY ELEVEN               |
| 8.10  | 7:00 PM | NEW YORK RED BULLS II     |
| 8.18  | 7:30 PM | NASHVILLE SC              |
| 8.22  | 7:30    | CHARLOTTE INDEPENDENCE    |
| 8.25  | 7:00 PM | RICHMOND KICKERS          |
| 8.28  | 7:00 PM | TORONTO FC II             |
| 8.31  | 7:30 PM | CHARLESTON BATTERY        |
| 9.8   | 7:30 PM | FC CINCINNATI             |
| 9.15  | 7:00 PM | PITTSBURGH RIVERHOUNDS SC |
| 9.19  | 6:30 PM | PENN FC                   |
| 9.22  | 7:30 PM | OTTAWA FURY FC            |
| 9.29  | 7:00 PM | ATLANTA UNITED FC 2       |
| 10.5  | 8:00 PM | TORONTO FC II             |
| 10.9  | 7:00 PM | NORTH CAROLINA FC         |
| 10.13 | 7:30 PM | INDY ELEVEN               |

HOME

AWAY

\*ALL TIMES IN EST. ALL HOME GAMES PLAYED AT SLUGGER FIELD  
 \*\*DATES AND TIME SUBJECT TO CHANGE. FOR UP TO DATE INFORMATION GO TO LOUISVILLECITYFC.COM

LOUISVILLE CITY FOOTBALL CLUB

