

Big League Dreams Sports Park - Las Vegas

2022 Season 3 Thursday Mens AA American

Home team sits on third base side. *Denotes Doubleheader

Date	Time	Replica	Home Team	Score	vs	Away Team	Score	
8/11/2022	7:00	Fenway	Jobus 2	10	vs	Dirty Ones 2	13	
	7:00	Angel	SFO 2	12	vs	Shot Callers 2	16	
8/18/2022	7:00	Dodger	Los Originales 2	13	vs	SFO 2	12	
	7:00	Yankee	Jobus 2	10	vs	Custom Auto 1	16	
	8:00	Dodger	Dirty Ones 2	6	vs	Shot Callers 2	17	
8/25/2022	6:00	Wrigley	Custom Auto 1		vs	Dirty Ones 2		
	8:00	Yankee	SFO 2		vs	Jobus 2		
	8:00	Angel	Shot Callers 2		vs	Los Originales 2		
9/1 - All fees are due by the end of the night or games will be recorded as a forfeit								
9/1/2022	6:00	Wrigley	Shot Callers 2		vs	Jobus 2		
	8:00	Fenway	Custom Auto 1		vs	SFO 2		
	8:00	Angel	Dirty Ones 2		vs	Los Originales 2		
9/8 -Rosters are frozen after tonight, only players with their names on the signed roster are eligible for playoffs. Please check carefully as changes will not be made for omissions.								
9/8/2022	8:00	Crosley	Shot Callers 2		vs	Custom Auto 1		
	8:00	Yankee	SFO 2		vs	Dirty Ones 2		
	9:00	Dodger	Los Originales 2		vs	Jobus 2		
9/15/2022	7:00	Crosley	Custom Auto 1*		vs	Los Originales 2*		
	7:00	Dodger	SFO 2		vs	Shot Callers 2		
	8:00	Crosley	Los Originales 2*		vs	Custom Auto 1*		
	8:00	Yankee	Dirty Ones 2		vs	Jobus 2		
9/22/2022	7:00	Fenway	Jobus 2		vs	Custom Auto 1		
	9:00	Fenway	Shot Callers 2		vs	Dirty Ones 2		
	9:00	Angel	Los Originales 2		vs	SFO 2		
9/29/2022	7:00	Wrigley	Jobus 2		vs	SFO 2		
	7:00	Fenway	Dirty Ones 2		vs	Custom Auto 1		
	9:00	Wrigley	Shot Callers 2		vs	Los Originales 2		
10/6/2022		No League - Policesoftball.com World Series						
10/13/2022		No League- GSL Worlds						
10/20/2022		No League - GSL Worlds						
10/27/2022		No League - Spiderz Mega Draft						

Playoffs for this division will be on 11/3/2022.

Registration fees are due on 11/3/2022 to guarantee your team's spot for next season

Schedules are updated weekly on our website at LasVegas.BigLeagueDreams.com

Schedules are subject to change