

Big League Dreams Sports Park - Las Vegas

2023 Season 4 Wednesday Coed A West

Home team sits on third base side. *Denotes Doubleheader

Date	Time	Replica	Home Team	Score		Away Team	Score	
11/1/2023	6:00	Angel	Swift 2	4	vs	Gold Gloves 2	10	
	7:00	Yankee	Rebels 2	9	vs	Silent Assassins 2	9	
	8:00	Fenway	Janitors 2	10	vs	Balls Deep 2	15	
11/8/2023	9:00	Wrigley	Balls Deep 2	8	vs	Silent Assassins 2	13	
	10:00	Dodger	Janitors 2	8	vs	Swift 2	6	
	10:00	Angel	Gold Gloves 2	9	vs	Rebels 2	8	
11/15/2023	8:00	Crosley	Silent Assassins 2	15	vs	Swift 2	9	
	8:00	Dodger	Rebels 2	20	vs	Balls Deep 2	10	
	8:00	Wrigley	Gold Gloves 2	15	vs	Janitors 2	20	
11/22/2023		Park Closed - Day before Thanksgiving						
		11/29 - All fees are due by the end of the night or games will be recorded as a forfeit						
11/29/2023	7:00	Dodger	Silent Assassins 2	7	vs	Gold Gloves 2	14	
	7:00	Wrigley	Rebels 2	6	vs	Janitors 2	7	
	7:00	Yankee	Swift 2	12	vs	Balls Deep 2	11	
12/6 -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.								
12/6/2023	10:00	Dodger	Silent Assassins 2	7	vs	Janitors 2	11	
	10:00	Wrigley	Swift 2	13	vs	Rebels 2	12	
	10:00	Fenway	Balls Deep 2	10	vs	Gold Gloves 2	19	
12/13/2023	6:00	Crosley	Gold Gloves 2	11	vs	Swift 2	13	
	6:00	Wrigley	Balls Deep 2	4	vs	Janitors 2	8	
	6:00	Fenway	Rebels 2	14	vs	Silent Assassins 2	12	
12/20/2023	9:00	Fenway	Gold Gloves 2	6	vs	Rebels 2	8	
	9:00	Yankee	Silent Assassins 2	7	vs	Balls Deep 2	6	
	10:00	Crosley	Janitors 2	12	vs	Swift 2	3	
12/27/2024			Holiday break - Park closed					
1/3/2024		Rainout						
1/10/2024	7:00	Dodger	Balls Deep 2		vs	Swift 2		
	8:00	Crosley	Silent Assassins 2		vs	Gold Gloves 2		
	10:00	Crosley	Janitors 2		vs	Rebels 2		

Playoffs for this division will be on 1/17/2024.

Registration fees are due on 1/24/2024 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