

Big League Dreams Sports Park - Las Vegas

2024 Season 4 Wednesday Coed A South

Home team sits on third base side. *Denotes Doubleheader

Date	Time	Replica	Home Team	Score		Away Team	Score
9/11/2024	6:00	Fenway	House Of Ronin 2	15	vs	Catch Me Outside 2	9
	8:00	Fenway	Veteran Social Club 2	7	vs	Penta 2	0
	8:00	Angel	Los Amazings 2	10	vs	LV Bomberz 2	1
9/18/2024	6:00	Crosley	Veteran Social Club 2	12	vs	House Of Ronin 2	7
	8:00	Crosley	Catch Me Outside 2	4	vs	Los Amazings 2	17
	9:00	Fenway	Penta 2	10	vs	LV Bomberz 2	3
9/25/2024	6:00	Crosley	Los Amazings 2	10	vs	Veteran Social Club 2	2
	6:00	Wrigley	LV Bomberz 2	9	vs	Catch Me Outside 2	14
	9:00	Wrigley	House Of Ronin 2	17	vs	Penta 2	8
10/2 - All fees are due by the end of the night or games will be recorded as a forfeit							
10/2/2024	8:00	Crosley	LV Bomberz 2	2	vs	Veteran Social Club 2	15
	8:00	Dodger	Penta 2	0	vs	Catch Me Outside 2	7
	8:00	Fenway	House Of Ronin 2	6	vs	Los Amazings 2	2
10/9 -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.							
10/9/2024	6:00	Fenway	Catch Me Outside 2	8	vs	Veteran Social Club 2	1
	9:00	Fenway	LV Bomberz 2	0	vs	House Of Ronin 2	20
	9:00	Angel	Los Amazings 2	7	vs	Penta 2	0
10/16/2024	7:00	Angel	Los Amazings 2		vs	LV Bomberz 2	
	9:00	Crosley	Penta 2		vs	Veteran Social Club 2	
	9:00	Wrigley	Catch Me Outside 2		vs	House Of Ronin 2	
10/23/2024	6:00	Fenway	LV Bomberz 2		vs	Penta 2	
	6:00	Angel	Veteran Social Club 2		vs	House Of Ronin 2	
	8:00	Yankee	Catch Me Outside 2		vs	Los Amazings 2	
10/30/2024	7:00	Yankee	LV Bomberz 2		vs	Catch Me Outside 2	
	8:00	Dodger	Veteran Social Club 2		vs	Los Amazings 2	
	9:00	Crosley	Penta 2		vs	House Of Ronin 2	
11/6/2024			Playoffs				

Playoffs for this division will be on 11/6/2024.

Registration fees are due on 11/6/2024 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