

Big League Dreams Sports Park - Las Vegas

2024 Season 4 Wednesday Coed A West

Home team sits on third base side. *Denotes Doubleheader

Date	Time	Replica	Home Team	Score		Away Team	Score
9/11/2024	7:00	Crosley	Nemesis 1	14	vs	Reign Fire 1	13
	7:00	Dodger	Whiskey Tango Foxtrot 1	8	vs	SSC Walking Dead 2	11
	7:00	Angel	Island Rootz 2	13	vs	Deep Throw It 1	4
9/18/2024	7:00	Fenway	Nemesis 1	16	vs	Island Rootz 2	17
	8:00	Fenway	Deep Throw It 1	19	vs	Whiskey Tango Foxtrot 1	18
	9:00	Angel	Reign Fire 1	10	vs	SSC Walking Dead 2	6
9/25/2024	7:00	Yankee	Whiskey Tango Foxtrot 1	3	vs	Nemesis 1	15
	10:00	Fenway	SSC Walking Dead 2	15	vs	Deep Throw It 1	12
	10:00	Angel	Island Rootz 2	5	vs	Reign Fire 1	20
10/2 - All fees are due by the end of the night or games will be recorded as a forfeit							
10/2/2024	7:00	Fenway	SSC Walking Dead 2	10	vs	Nemesis 1	10
	7:00	Angel	Island Rootz 2	5	vs	Whiskey Tango Foxtrot 1	24
	9:00	Angel	Reign Fire 1	10	vs	Deep Throw It 1	11
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	7:00	Crosley	Deep Throw It 1		vs	Nemesis 1	
	7:00	Dodger	Whiskey Tango Foxtrot 1		vs	Reign Fire 1	
	8:00	Yankee	SSC Walking Dead 2		vs	Island Rootz 2	
10/16/2024	7:00	Crosley	Whiskey Tango Foxtrot 1		vs	SSC Walking Dead 2	
	9:00	Fenway	Reign Fire 1		vs	Nemesis 1	
	9:00	Angel	Deep Throw It 1		vs	Island Rootz 2	
10/23/2024	6:00	Dodger	SSC Walking Dead 2		vs	Reign Fire 1	
	8:00	Fenway	Nemesis 1		vs	Island Rootz 2	
	8:00	Angel	Deep Throw It 1		vs	Whiskey Tango Foxtrot 1	
10/30/2024	6:00	Dodger	Reign Fire 1		vs	Island Rootz 2	
	6:00	Fenway	Nemesis 1		vs	Whiskey Tango Foxtrot 1	
	7:00	Angel	SSC Walking Dead 2		vs	Deep Throw It 1	
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