



## Summer 2019 - League Schedule Boys High School Division

<u>DATE</u>	<u>TIME</u>	<u>TEAM - HOME vs AWAY</u>
Friday, June 14	6:55 PM	Marrs vs Flying Geckos
Friday, June 14	7:45 PM	Alford vs Lego Batmen
Saturday, June 15	4:50 PM	Pennington vs Green Eggs & Ham Elite
Saturday, June 15	5:40 PM	Flying Geckos vs Lego Batmen
Friday, June 21	6:50 PM	Flying Geckos vs Alford
Friday, June 21	7:40 PM	Lego Batmen vs Green Eggs & Ham Elite
Saturday, June 22	4:15 PM	Pennington vs Alford
Saturday, June 22	5:05 PM	Green Eggs & Ham Elite vs Marrs
Tuesday, June 25	6:55 PM	Alford vs Marrs
Wednesday, June 26	7:40 PM	Lego Batmen vs Pennington
Wednesday, June 26	8:30 PM	Green Eggs & Ham Elite vs Flying Geckos
Thursday, June 27	8:35 PM	Flying Geckos vs Pennington
Saturday, June 29	4:05 PM	Green Eggs & Ham Elite vs Alford
Saturday, June 29	4:55 PM	Marrs vs Lego Batmen
Thursday, July 11	8:30 PM	Pennington vs Marrs
Saturday, July 13	4:50 PM	Lego Batmen vs Green Eggs & Ham Elite
Saturday, July 13	5:40 PM	Pennington vs Flying Geckos
Saturday, July 13	6:30 PM	Alford vs Marrs
Thursday, July 18	6:50 PM	Alford vs Pennington
Thursday, July 18	7:40 PM	Flying Geckos vs Lego Batmen
Thursday, July 18	8:30 PM	Marrs vs Green Eggs & Ham Elite
Saturday, July 20	4:45 PM	Green Eggs & Ham Elite vs Alford
Saturday, July 20	5:35 PM	Lego Batmen vs Pennington
Tuesday, July 23	8:45 PM	Marrs vs Flying Geckos
Saturday, July 27	5:05 PM	Flying Geckos vs Green Eggs & Ham Elite
Saturday, July 27	5:55 PM	Pennington vs Marrs
Saturday, July 27	6:45 PM	Alford vs Lego Batmen
Tuesday, July 30	8:30 PM	Green Eggs & Ham Elite vs Pennington
Wednesday, July 31	6:55 PM	Flying Geckos vs Alford
Thursday, August 1	6:55 PM	Lego Batmen vs Marrs

All Sessions/Games at CRESTWOOD CHRISTIAN CHURCH.

Team listed first (HOME) has bench closest to the door.

Family and Friends are expected to maintain an encouraging environment.

Post Season Tournament to begin approx August 2.

All times subject to change. Visit [www.glendoverbasketball.com](http://www.glendoverbasketball.com)