



City of Victorville

Men's 18+ Basketball

Fall 2022

Tuesday- Hook Community Center



Team		Team	
1. The Expendables- Matt B.		4. 300- Michael T.	
2. Hoopsquad- John B.		5. The Dirk Knights- Jaalen T.	
3. True Ballers- Donte J.		6. Showtime- Charlie W.	
11-Oct	18-Oct	25-Oct	1-Nov
6:30 PM 4 vs 6	6:30 PM 6 vs 5	6:30 PM 1 vs 6	6:30 PM 4 vs 1
7:30 PM 5 vs 1	7:30 PM 3 vs 4	7:30 PM 2 vs 4	7:30 PM 3 vs 6
8:30 PM 2 vs 3	8:30 PM 1 vs 2	8:30 PM 5 vs 3	8:30 PM 2 vs 5
8-Nov (H)	15-Nov	22-Nov	29-Nov
6:30 PM 5 vs 4	6:30 PM 6 vs 4	6:30 PM 4 vs 3	6:30 PM 6 vs 1
7:30 PM 1 vs 3	7:30 PM 1 vs 5	7:30 PM 5 vs 6	7:30 PM 4 vs 2
8:30 PM 6 vs 2	8:30 PM 3 vs 2	8:30 PM 2 vs 1	8:30 PM 3 vs 5
6-Dec	13-Dec		
6:30 PM G1 3rd vs 6th	6:30 PM G4 2nd vs 4th		
7:30 PM G2 1st vs WG1	7:30 PM G5 WG2 vs WG4	CHAMPIONSHIP	
8:30 PM G3 4th vs 5th			

Team Forfeits

Please give at least **one day** notice if you do not plan on playing the week of games. This will allow staff to make arrangements. **Failure to do so could result in a penalty or fine if necessary**

- All games will be played at Hook Community Center.
- League standings and stats will be posted weekly on Tuesdays.**
- Game time is forfeit time. Teams are given a 10-minute grace period.
- Only players who have signed the official roster or add sheet may participate.
- All players MUST abide by the Adult Sports Code of Conduct.
- Absolutely NO ALCOHOL is allowed on any city park or field. Teams in violation, may be subject to forfeiture of a game.
- The first team listed is HOME team.** Home Team is responsible for alternate color jerseys.
- The end of the first half of the season is denoted by a **(H)**. No more adds after this date.
- Postponed games will only be rescheduled if needed to determine 1st or 2nd place.
- Bylaws are located in the handouts section of the website.
- Double Headers may be scheduled depending on the number of teams and are marked with an asterick.

Any questions, please contact Recreation Specialist Malik C. Phone: 760-951-3813 // E-mail: mcotton@victorvilleca.gov