

2019-2020 Basketball Dates

Date	Day	Time	Event	Location
24-Oct	Thursday	11:30am-6:30pm	Regular price Basketball registration begins	club
1-Nov	Friday	11:30am-6:30pm	End of regular price BB registration	club
6-Nov	Wednesday	6:00pm	coach meeting	club
7-Nov	Thursday	6:00pm	coach meeting	club
11-Nov	Monday	all day	Veterans Day-Club closed	club
15-Nov	Friday	11:30am-6:30pm	End of late BB registration	club
18-Nov	Monday	6:00pm	7-8 Boys Mandatory Parent Meeting & Draft	game gym
19-Nov	Tuesday	6:00pm	9-10 Boys Mandatory Parent Meeting & Draft	game gym
20-Nov	Wednesday	6:00pm	11-12 Boys Mandatory Parent Meeting & Draft	game gym
21-Nov	Thursday	6:00pm	5-6 Co-Ed League Mandatory Parent & Team Meeting	game gym
25-Nov	Monday	6:00pm	7-9 Girls Mandatory Parent Meeting & Draft	game gym
26-Nov	Tuesday	6:00pm	10-12 Girls Mandatory Parent Meeting & Draft	game gym
3-Dec	Tuesday	6:00pm	Referee Training 1	club
5-Dec	Thursday	6:00pm	Referee Training 2	club
20-Jan	Monday	all day	MLK-Club closed	club

All players & parents must attend draft/parent meeting.
If a child is playing up an age group, it must be cleared by Athletic Director prior to draft week.

Practice Schedule

**(Teams will practice for three weeks before we break for the holidays)
(Uniforms will be distributed by the 3rd practice)**

5-6 Co-Ed	Mondays starting December 2nd (Times TBA)
7-8 Boys	Tuesdays starting December 3rd (Times TBA)
9-10 Boys	Saturdays starting December 7th (Times TBA)
11-12 Boys	Saturdays starting December 7th (Times TBA)
7-9 Girls	Saturdays starting December 7th (Times TBA)
10-12 Girls	Thursdays starting December 5th (Times TBA)

Game Schedule

Games will begin starting January 4th (schedule will be provided later)

5-6 Co-Ed	Saturdays starting January 4th (Times TBA)
7-8 Boys	Saturdays starting January 4th (Times TBA)
9-10 Boys	Mondays or Tuesdays starting January 6th (Times TBA)
11-12 Boys	Wednesdays starting January 8th (Times TBA)
7-9 Girls	Thursdays starting January 9th (Times TBA)
10-12 Girls	Saturdays starting January 4th (Times TBA)