#### 2025 EAST AURORA SUMMER LEAGUE SCHEDULE

# **MODIFIED-TUESDAY NIGHTS**

- Games played at East Aurora Boys and Girls Club, 24 Paine Street (June 17 @ EAHS)
- Please wear reversible jerseys with #'s, or t-shirts with #'s!
- Please do NOT arrive prior to 5:45 for the 1st game!
- Show up 15 minutes prior to game time to keep the evening moving on time.

#### Rules:

- 4-7 min guarters, stop clock, 2 minute halftime (If we find we can run 8-min guarters, we will.)
- Shoot 2 FT on 5th foul of each quarter
- 3 timeouts per game (Only 2 carry over to 2nd half)
  6 personal fouls per player per game. Tech counts as a personal.

We have 8 teams so we are divided into 2 divisions. You will play everyone in your division and then have 3 crossover games. The top 2 teams in each division will go to the semi-finals. The 3rd place teams from each division will have another game, as well as 4th vs 4th.

Red Division	Blue Division
1. Frontier	1. East Aurora
2. Pioneer	2. Hamburg
3. Pembroke	3. Lake Shore
4. Holland	4. Alden

### June 10

6:00 Frontier vs Pioneer6:55 EA vs Hamburg7:50 Pembroke vs Holland

8:45 Lake Shore vs Alden

# June 17 \*\*\*\*AT EAST AURORA HIGH SCHOOL, 1003 CENTER STREET, EAST AURORA

6:00 Pembroke vs Pioneer

6:55 Holland vs Frontier

7:50 Hamburg vs Lake Shore

8:45 EA vs Alden

#### June 24

6:00 EA vs Lake Shore

6:55 Frontier vs Pembroke

7:50 Hamburg vs Alden

8:45 Holland vs Pioneer

## July 1

6:00 Alden vs Holland

6:55 Lake Shore vs Pembroke

7:50 EA vs Frontier

8:45 Hamburg vs Pioneer

### July 8

6:00 Pembroke vs Alden

6:55 EA vs Pioneer

7:50 Hamburg vs Frontier

8:45 Lake Shore vs Holland

## **July 15**

6:00 EA vs Pembroke

6:55 Frontier vs Lake Shore

7:50 Pioneer vs Alden

8:45 Hamburg vs Holland

# **July 22 PLAYOFFS**

6:00 Red 4th vs Blue 4th

6:55 Red 3rd vs Blue 3rd

### Semi-finals

7:50 Red 1st vs Blue 2nd

8:45 Red 2nd vs Blue 1st

## July 28

6:00 Modified Championship

7:00 JV Championship

8:00 Varsity Championship Red1st/Blue 2nd winner vs Red 2nd/Blue 1st winner