

Copiah-Lincoln Commu (17-9) -vs- Coahoma Community Co (0-0)
3/12/2025 at CLARKSDALE, MS

Score by Innings	1	2	3	4	5	6	7	8	9	R	H	E
Copiah-Lincoln Commu	0	2	3	0	0	2	3	0	7	17	16	1
Coahoma Community Co	0	0	0	1	0	0	0	0	0	1	4	6

Copiah-Lincoln Commu 17

Player	AB	R	H	RBI	BB	SO	LOB
D. Morgan 0	0	0	0	0	0	0	0
C. Brooks 0	2	0	1	2	0	0	0
D. Wesson 0	1	1	1	0	0	0	0
G. Bledsoe 0	1	1	0	0	1	0	1
R. Thomas rf	5	1	1	1	0	0	2
T. Jones cf	5	1	3	1	0	2	2
L. Harringto dh	2	2	0	2	3	0	2
T. Davidson 3b	6	2	2	2	0	1	3
D. Moore lf	3	1	1	1	0	0	1
E. Holifield 2b	4	2	1	1	0	1	2
B. Hanlon 1b	3	2	1	0	1	1	2
S. Cook c	6	2	3	3	0	1	5
A. Griffin ss	4	2	2	2	1	1	3
C. Weinhofer p	0	0	0	0	0	0	0
Totals	42	17	16	15	6	7	23

2B: T. Jones (1); T. Davidson (1)
HR: S. Cook (1)
SF: T. Jones (1); L. Harringto (1)
SB: T. Jones (1); D. Moore (1); B. Hanlon (1); S. Cook (1); A. Griffin (1)
HBP: D. Moore (1); E. Holifield (1)
E: A. Griffin (1)

Coahoma Community Co 1

Player	AB	R	H	RBI	BB	SO	LOB
Z. Connell 0	0	0	0	0	0	0	0
E. Wright 0	0	0	0	0	0	0	0
W. Riley cf	3	0	0	0	1	1	1
C. West ss	4	0	1	0	0	2	2
H. Parsons 1b	4	1	1	0	0	0	2
K. Michaels 3b	4	0	1	0	0	2	1
J. Massey c	2	0	0	1	1	0	0
S. Cochran dh	4	0	1	0	0	0	1
L. Smith 2b	4	0	0	0	0	3	4
G. Fore lf	2	0	0	0	1	0	1
L. Sutton rf	2	0	0	0	1	1	1
A. Paysinger p	0	0	0	0	0	0	0
Totals	29	1	4	1	4	9	13

2B: H. Parsons (1)
SB: W. Riley (1)
CS: C. West (1); K. Michaels (1)
HBP: J. Massey (1)
E: H. Parsons (1); K. Michaels (1); L. Smith (2); L. Sutton (1); E. Wright (1)
DP: 2

Copiah-Lincoln Commu	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
C. Weinhofer (W, 3-2)	7.0	3	1	1	4	6	1	0	0	0	22	26	0	0	-
D. Morgan	2.0	1	0	0	0	3	0	0	1	0	7	8	0	0	-
Totals		4	1	1	4	9	1	0	1	0	29	34	0	0	

Coahoma Community Co	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
A. Paysinger (L, 0-0)	6.0	5	7	4	4	6	2	0	1	0	0	32	0	0	-
Z. Connell	2.0	6	9	6	2	1	1	0	1	0	0	16	0	0	-
E. Wright	1.0	2	1	0	0	0	0	0	0	0	0	5	0	0	-
Totals		13	17	10	6	7	3	0	2	0	0	53	0	0	

Win: C. Weinhofer (3-2)
Loss: A. Paysinger (0-0)
HBP: D. Morgan, A. Paysinger, Z. Connell
PB: S. Cook, J. Massey

Start: 1:00 PM **Time:**

Game notes:

