

Seward County Commun (0-0) -vs- Dodge City Community (0-0)
5/1/2025 at Dodge City, KS

Score by Innings	1	2	3	4	5	6	7	8	9	10	11	R	H	E
Seward County Commun	0	3	0	0	0	0	0	2	3	0	2	10	13	3
Dodge City Community	2	0	0	0	0	6	0	0	0	0	0	8	6	1

Seward County Commun 10

Player	AB	R	H	RBI	BB	SO	LOB
J. Langehenn p	0	0	0	0	0	0	0
C. Durham p	0	0	0	0	0	0	0
N. Hopkins ss	5	2	4	3	0	0	1
K. Wakui rf	5	1	0	0	0	0	5
H. Ramage dh	6	1	1	1	0	1	2
R. Todd c	4	1	3	0	0	0	0
B. Barber 3b	6	1	1	1	0	1	5
B. Chancy 1b	4	1	0	2	1	1	1
J. Urias 2b	5	0	1	0	0	1	4
G. Cox cf	4	2	1	0	1	1	2
C. Rowan lf	5	1	2	2	0	0	2
S. Brown p	0	0	0	0	0	0	0
Totals	44	10	13	9	2	5	22

2B: N. Hopkins (2); R. Todd (1); C. Rowan (1)
SF: B. Chancy (1)
HBP: N. Hopkins (1); K. Wakui (1); R. Todd (1); J. Urias (1)
E: J. Urias (2); S. Brown (1)
DP: 2

Dodge City Community 8

Player	AB	R	H	RBI	BB	SO	LOB
C. Lovin p	0	0	0	0	0	0	0
C. Stewart p	0	0	0	0	0	0	0
J. McClintoc ss	5	0	1	1	0	0	0
S. Brown 3b	6	2	1	0	0	1	0
J. Alfonso 2b	3	2	1	0	3	1	0
M. Conner 1b	2	1	1	0	2	0	0
J. Concepcio cf	3	1	1	2	1	0	0
C. Warrillow rf	5	0	0	0	0	2	0
J. McGuin dh	4	1	0	2	0	0	0
B. Longoria c	4	1	0	1	1	0	0
F. Oquendo lf	5	0	1	1	0	0	0
C. Tucker p	0	0	0	0	0	0	0
Totals	37	8	6	7	7	4	0

2B: J. Alfonso (1); M. Conner (1); F. Oquendo (1)
SF: J. Concepcio (1)
SB: J. McClintoc (1); S. Brown (2); M. Conner (1); J. McGuin (1)
CS: J. McClintoc (1); J. McGuin (1)
HBP: J. McClintoc (1); J. McGuin (1)
E: M. Conner (1)
DP: 1

Seward County Commun	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
S. Brown	5.1	3	8	2	5	3	0	0	1	0	21	27	0	0	-
C. Durham	2.2	2	0	0	1	1	0	0	1	0	8	10	0	0	-
J. Langehenn (W, 4-4)	3.0	1	0	0	1	0	0	0	0	0	10	11	0	0	-
Totals		6	8	2	7	4	0	0	2	0	39	48	0	0	

Dodge City Community	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
C. Tucker	8.0	10	8	6	2	2	0	0	1	0	34	37	0	0	-
C. Stewart (L, 3-2)	2.1	3	2	2	0	2	1	0	3	0	10	13	0	0	-
C. Lovin	0.2	0	0	0	0	1	0	0	0	0	1	2	0	0	-
Totals		13	10	8	2	5	1	0	4	0	45	52	0	0	

Win: J. Langehenn (4-4)
Loss: C. Stewart (3-2)
HBP: S. Brown, C. Durham, C. Tucker, C. Stewart
PB: None

Start: 3:00 PM **Time:**
Game notes:

