

Harford Community College -vs- Hagerstown Community College
4/19/2026 at Hagerstown MD

Score by Innings	1	2	3	4	5	6	7	R	H	E
Harford Community College	1	0	0	0	3	6	0	10	15	0
Hagerstown Community College	3	0	0	0	3	0	0	6	7	3

Harford Community College 10

Player	AB	R	H	RBI	BB	SO	LOB
Matthew Rubin p	0	0	0	0	0	0	0
Jibreel Long p	0	0	0	0	0	0	0
Jack McDonald p	0	0	0	0	0	0	0
Jeremy Reyes 2b	4	3	3	1	1	0	0
James Asmus rf	5	1	3	2	0	0	0
Ty Mercado ss	4	1	0	0	0	0	0
Danny Scullion 1b	3	1	1	1	1	2	0
Derek Poole c	4	0	2	2	0	0	0
Jack Fitzpatrick dh	4	1	1	1	0	1	0
Jaxon Kehoe 3b	4	0	3	0	0	0	0
Andrew Pedrick lf	3	1	1	0	1	0	0
Nathan Wingenroth cf	3	2	1	0	1	1	0
Josh Cook p	0	0	0	0	0	0	0
Totals	34	10	15	7	4	4	0

2B: Jeremy Reyes (1); James Asmus (2); Danny Scullion (1); Derek Poole (1)
HR: Jack Fitzpatrick (1)
SB: Jeremy Reyes (1); Jaxon Kehoe (1)

Hagerstown Community College 6

Player	AB	R	H	RBI	BB	SO	LOB
Devin Reid p	0	0	0	0	0	0	0
Liam Ahern p	0	0	0	0	0	0	0
Quinn Illig 2b	4	2	2	2	0	0	0
Seojun Kim c	2	2	0	0	2	0	0
Nizeah Mummert rf	4	2	2	2	0	0	0
Nick Miller dh	4	0	1	1	0	0	0
Thomas Antonio 1b	3	0	2	0	0	0	0
Bryan Benedict 3b	3	0	0	1	0	0	0
Chase Cassera ss	3	0	0	0	0	2	0
Brady Koenig lf	3	0	0	0	0	0	0
Kyle Lore cf	2	0	0	0	1	1	0
Gene Magin p	0	0	0	0	0	0	0
Totals	28	6	7	6	3	3	0

2B: Thomas Antonio (1)
HR: Quinn Illig (2); Nizeah Mummert (1)
E: Seojun Kim (1); Thomas Antonio (1); Devin Reid (1)

Harford Community College	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
Josh Cook	3.0	2	3	3	2	0	0	0	0	0	11	13	0	0	-
Jibreel Long	1.0	1	0	0	0	1	0	0	0	0	4	4	0	0	-
Jack McDonald	0.1	3	3	3	1	1	0	0	0	0	4	5	0	0	-
Matthew Rubin (W, 2-1)	2.2	1	0	0	0	1	0	0	0	0	9	9	0	0	-
Totals		7	6	6	3	3	0	0	0	0	28	31	0	0	

Hagerstown Community College	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
Gene Magin (L, 3-4)	5.1	9	7	5	3	3	0	0	0	0	0	27	0	0	-
Devin Reid	0.1	4	3	2	0	0	0	0	0	0	0	5	0	0	-
Liam Ahern	1.1	1	0	0	1	1	0	0	0	0	0	6	0	0	-
Totals		14	10	7	4	4	0	0	0	0	0	38	0	0	

Win: Matthew Rubin (2-1)
Loss: Gene Magin (3-4)
HBP: None
PB: None

Start: 3:30 PM **Time:**
Game notes:

Play By Play