

Jones County Junior (0-0) -vs- Mississippi Gulf Coa (0-0)
4/18/2018 at Perkinston, MS

Score by Innings	1	2	3	4	5	6	7	R	H	E
Jones County Junior	3	7	0	0	0	3	1	14	14	2
Mississippi Gulf Coa	0	3	0	3	1	1	1	9	7	2

Jones County Junior 14

Player	AB	R	H	RBI	BB	SO	LOB
J. Vick 0	2	1	1	0	0	1	0
B. Fagan p	0	0	0	0	0	0	0
P. Harris p	0	0	0	0	0	0	0
T. Henry cf	4	2	0	0	1	0	0
R. Woody 3b	4	3	3	2	1	0	0
L. Woullard lf	2	1	1	1	0	1	0
J. Mason dh	2	2	1	1	2	0	0
B. Hale rf	2	1	1	3	2	0	0
H. Harris c	4	1	2	3	0	0	0
S. Matthews 2b	3	1	0	0	1	0	0
M. Morgan 1b	4	1	2	1	0	1	0
R. Brown ss	4	1	3	0	0	1	0
T. Spring p	0	0	0	0	0	0	0
Totals	31	14	14	11	7	4	0

2B: H. Harris (1); R. Brown (1)
SB: T. Henry (1); R. Woody (1); L. Woullard (1); B. Hale (1)
CS: R. Woody (1); R. Brown (1)
E: S. Matthews (1); R. Brown (1)

Mississippi Gulf Coa 9

Player	AB	R	H	RBI	BB	SO	LOB
C. Gunn 0	3	1	0	0	0	2	0
T. Davis 0	1	0	0	0	0	1	0
N. Hertz p	0	0	0	0	0	0	0
T. Smith p	0	0	0	0	0	0	0
G. Atwood p	0	0	0	0	0	0	0
J. Lang p	0	0	0	0	0	0	0
I. Williams cf	3	2	2	1	0	0	0
D. Menhennet 3b	4	0	0	0	0	1	0
A. Davis 1b	4	0	2	4	0	2	0
B. Parker rf	3	1	1	0	0	1	0
C. O'Shea ss	3	2	1	1	1	0	0
L. McGrew dh	4	0	0	0	0	1	0
C. Cagle c	3	2	1	1	1	0	0
P. Stringer lf	1	0	0	0	0	1	0
C. Lee 2b	1	1	0	1	2	1	0
D. Dille p	0	0	0	0	0	0	0
Totals	30	9	7	8	4	10	0

2B: A. Davis (2)
HR: C. O'Shea (1); C. Cagle (1)
HBP: I. Williams (1)
E: D. Menhennet (1); J. Lang (1)

Jones County Junior	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
T. Spring (W, 6-1)	3.2	3	6	3	4	5	0	0	1	0	0	21	0	0	-
P. Harris	2.1	3	2	2	0	4	0	0	0	0	0	10	0	0	-
B. Fagan	1.0	1	1	1	0	1	0	0	0	0	0	4	0	0	-
Totals		7	9	6	4	10	0	0	1	0	0	35	0	0	

Mississippi Gulf Coa	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
D. Dille (L, 3-3)	0.1	1	3	2	3	1	0	0	0	0	2	5	0	0	-
T. Smith	1.0	4	4	4	0	0	1	0	0	0	7	7	0	0	-
G. Atwood	0.2	3	3	3	1	1	1	0	0	0	5	6	0	0	-
J. Lang	3.1	3	3	1	3	2	0	0	0	0	12	15	0	0	-
N. Hertz	1.2	1	1	0	0	0	0	0	0	0	5	5	0	0	-
Totals		12	14	10	7	4	2	0	0	0	31	38	0	0	

Win: T. Spring (6-1)
Loss: D. Dille (3-3)
HBP: T. Spring
PB: C. Cagle (2)

Start: 6:00 PM **Time:**

Play By Play