

Monroe University - Bronx (2-6) -vs- Montgomery College (MD) (7-6)
3/15/2026 at Montgomery

Score by Innings

	1	2	3	4	5	R	H	E
Monroe University - Bronx	2	0	0	0	0	2	4	2
Montgomery College (MD)	4	2	6	0	X	12	4	0

Monroe University - Bronx 2

Player	AB	R	H	RBI	BB	SO	LOB
Y. Morales De Jesús 0	1	0	0	0	0	0	0
Michael Mateo 0	1	0	0	0	0	1	1
Christopher Rivas 0	1	0	0	0	0	0	1
Luis Green p	0	0	0	0	0	0	0
Adrian Hernandez p	0	0	0	0	0	0	0
Pablo Aquino cf	2	1	1	0	0	0	1
Devyn Rolle ss	2	1	1	0	1	1	1
Robert Herrera 2b	2	0	0	0	0	1	1
Oneal Polanco dh	2	0	0	0	0	2	1
David Echavarria 3b	1	0	1	1	1	0	0
Juan Carlos Salcedo 1b	1	0	0	0	1	1	1
Juan Diaz rf	1	0	0	0	0	0	2
Jeisser Morales c	2	0	0	0	0	2	1
Samuel Hernandez lf	2	0	1	0	0	0	1
Brylyn Mateo p	0	0	0	0	0	0	0
Totals	18	2	4	1	3	8	11

2B: David Echavarria (1)
SB: Pablo Aquino (1); Devyn Rolle (1); Juan Diaz (1)
HBP: Juan Diaz (1)
E: Jeisser Morales (2)

Montgomery College (MD) 12

Player	AB	R	H	RBI	BB	SO	LOB
Julian Saavedra 0	0	3	0	0	3	0	0
Garrett Campbell 0	2	1	0	0	1	0	0
Jason Knotts 0	0	0	0	0	1	0	0
Diego Llanes 0	2	3	2	2	1	0	0
Shakir Rodriguez-Muhammad 0	3	2	2	6	0	1	0
Robert Heller 0	0	1	0	0	1	0	0
Kevin Oliva 0	2	1	0	0	1	1	0
Richard Amparo 0	0	0	0	0	0	0	0
Sean Ralston 0	1	1	0	0	1	1	0
Randolph Johnson 0	1	0	0	0	0	1	0
Chase Leber 0	3	0	0	0	0	3	0
Kai Freeman 0	2	0	0	0	0	1	0
Kyan Montano p	0	0	0	0	0	0	0
Totals	16	12	4	8	9	8	0

2B: Diego Llanes (1)
HR: Shakir Rodriguez-Muhammad (2)
SB: Julian Saavedra (1); Garrett Campbell (1)
HBP: Robert Heller (1)

Monroe University - Bronx

	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
Brylyn Mateo (L, 0-3)	2.0	2	6	5	4	4	4	0	0	0	8	13	0	0	-
Adrian Hernandez	0.2	2	6	6	4	1	0	0	0	0	4	8	0	0	-
Luis Green	1.1	0	0	0	1	3	0	0	0	0	4	5	0	0	-
Totals		4	12	11	9	8	4	0	0	0	16	26	0	0	

Montgomery College (MD)

	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
Kyan Montano (W, 1-0)	5.0	3	1	1	3	8	0	0	0	0	0	1	0	0	-
Totals		3	1	1	3	8	0	0	0	0	0	1	0	0	

Win: Kyan Montano (1-0)
Loss: Brylyn Mateo (0-3)
HBP: None
PB: None

Start: 3:00 PM **Time:** 2:00 **Attendance:** 25

Game notes:

Play By Play