



RAIDER HARBALL CLASSIC

DATE: April 30, 2022 (Saturday)

LOCATION: League Stadium: 203 S Cherry St, Huntingburg, IN 47542

TIMELINE: SESSION #1: Umpires - Brian LaRoche and Roger Vollmer

GAME #1: 10:00 AM EST: Southridge vs. Lanesville

GAME #2: 12:00 PM EST: Bedford NL vs. Heritage Hills

SESSION #2: Umpires - Kevin Bullock and Miles Mann

GAME #3: 4:00 PM EST: Loser of Game #1 vs LoG#2

GAME #4: 6:00 PM EST: Winner of Game #1 vs LoG#2

ADMISSION:

1. Gates will open 60 minutes prior to Games #1 and #3.
2. \$5/Person for Each Session (We will clear the Stadium between Sessions)

TOURNAMENT FEE: \$100/Team to Southridge Athletics

GAME INFO:

1. First team listed is Home Team and will occupy 3rd Base Dugout
 - Southridge will be designated “Home” in their games
2. We will not start a game before the listed time
3. Certified Athletic Trainer will be in attendance for each game
5. Teams for Games #2, #4 should warm up in areas surrounding League Stadium

HARDBALL CLASSIC TIMELINE



SESSION #1:

GAME #1: 3rd Base Dugout/Home 1st Base Dugout/Visitor
SOUTHRIDGE vs. LANESVILLE
9:30 AM EST: Home Team Infield Practice
9:40 AM EST: Visiting Team Infield Practice
9:50 AM EST: Field Prep
9:55 AM EST: National Anthem/Starting Lineups
10:00 AM EST: First Pitch

GAME #2: 3rd Base Dugout/Home 1st Base Dugout/Visitor
BEDFORD NL vs. HERITAGE HILLS
10m: Teams Clear Dugouts/Field Prep
10m: Home Team Infield Practice
10m: Visiting Team Infield Practice
10m: Field Prep/Starting Lineups/First Pitch

SESSION #2:

GAME #1: 3rd Base Dugout/Home 1st Base Dugout/Visitor
Game #1 Losing Team vs. Game #2 Losing Team
3:30 PM EST: Home Team Infield Practice
3:40 PM EST: Visiting Team Infield Practice
3:50 PM EST: Field Prep
3:55 PM EST: National Anthem/Starting Lineups
4:00 PM EST: First Pitch

GAME #2: 3rd Base Dugout/Home 1st Base Dugout/Visitor
Game #1 Winner vs. Game #2 Winner
10m: Teams Clear Dugouts/Field Prep
10m: Home Team Infield Practice
10m: Visiting Team Infield Practice
5m: Field Prep
5m: National Anthem/Starting Lineups/First Pitch