

LEVELLAND LINE DRIVE BASEBALL CLASSIC **MARCH 2-4**

	updated 12/13					
			<u>Thursday</u>	<u>Friday</u>	<u>Saturday</u>	
	<u>Levelland</u>					
1400 Hickory	10:00 AM	Perryton v Brownfield	Estacado v Perryton	Idalou v Levelland		
Levelland, Tx	12:30 PM	Pecos v Levelland	San Jac v Levelland	Brownfield v Hereford		
79336	3:00 PM	Pecos v Celina		Hereford v Lamesa		
	5:30 PM	Celina v Levelland	Alpine v Levelland			
	<u>Lubbock Christian</u>					
2511 Fankford Ave	10:00 AM		Brownfield v Greenwood	Brock v LCHS		
Lubbock, Tx	12:30 PM	Greenwood v LCHS	Alpine v LCHS	San Jac v Estacado		
79407	3:00 PM	Idalou v Greenwood	Estacado v Dumas	Estacado v Bushland		
	5:30 PM	Bushland v LCHS	Dumas v LCHS	Bushland v Idalou		
	<u>Littlefield</u>					
1100 W Waylon Jennings	10:00 AM	Alpine v Lamesa	Celina v Littlefield	Perryton v Littlefield		
Littlefield, Tx	12:30 PM	Bushland v Littlefield	Bushland v Brock			
79339	3:00 PM	Perryton v Lamesa	Brownfield v Littlefield			
	5:30 PM	Dumas v Brock	Brock v San Jac			
	<u>Shallowater</u>					
12 St.	10:00 AM	Idalou v Hereford		Alpine v Dumas		
Shallowater, Tx	12:30 PM	Hereford v Shallowater		Dumas v Celina		
79363	3:00 PM	Alpine v Estacado	Shallowater v Greenwood	Shallowater v Pecos		
	5:30 PM	Estacado v Shallowater	Hereford v Pecos			
	<u>Trinity Chrisitan</u>					
4011 University	10:00 AM		Lamesa v TCHS	Greenwood v Lamesa		
Lubbock, Tx	12:30 PM	San Jac v Dumas	Pecos v TCHS			
79415	3:00 PM	Brownfield v TCHS	Celina v Perryton			
Entry Fee: \$400 and 1 dozen <i>Diamond D-1 game ball, make check payable to Levelland Baseball</i>						
There will be an two hour (2:00) time limit for each game. If time has expired in middle of an inning, you must finish the inning. If the game results in a tie, the winner will be determined by: (1) runners to 3rd						
(2) runners to 2nd. If the runners to 3rd and 2nd are the same, the game result in a tie.						
Flip for home @ home plate meeting. (Levelland, Littlefield, Shallowater, Lubbock Chrisitan, & Trinity Christian will always be home)						
Run Rules: 15 after 4; 10 after 5						