



City of Port Orange Parks & Recreation



2021 Spring 8U Machine Pitch Schedule

ALL GAMES WILL BE PLAYED ON FIELDS 4 & 5 AT CITY CENTER SPORTS COMPLEX.

TEAMS WILL PLAY EACH OTHER ONCE AND A FEW RANDOM GAMES

THEN GET SEEDED IN THE TOURNAMENT. 10 GAMES PER TEAM

RAIN OUTS WILL BE RESCHEDULED BY THE RECREATION DEPARTMENT.

FIRST TEAM LISTED IS HOME TEAM AND HAS THIRD BASE DUGOUT.

TROPHIES WILL BE GIVEN TO THE 1ST & 2ND PLACE TEAMS IN THE TOURNAMENT.

Revised as of: 5/25/21

1. Hammerheads (Power blue) David Carpenter 386-871-6712

2. Panthers (Orange) Mike Navarra 386-566-0654

3. Red Hots (True Red) Mike Chevalier 386-214-4863

4. Dodgers (Royal Blue) Zack Zook 386-872-0532

5. Rangers (Lime Green) Lawrence Sigafos 386-846-1143

6. Mets (Graphite) Randy Stegall 386-323-5010

7. Seminoles (Vegas Gold) Michael Range 407-462-8700

8. Pirates (Black) Josh Kaylor 814-602-6871

9. Yankees (True Navy) Brandon Marrs 386-872-0268

DATE	TIME	FIELD	TEAMS	DATE	TIME	FIELD	TEAMS
Sat 4/10	9:45A	5	1 v 8	Mon 4/26	5:45P	4	4 v 2
	11:15A	5	2 v 7		7:15P	4	5 v 1
	12:45P	5	3 v 6		5:45P	5	6 v 9
	2:15P	5	4 v 5		7:15P	5	7 v 8
Mon 4/12	5:45P	4	3 v 5	Wed 4/28	5:45P	4	8 v 6
	7:15P	4	6 v 2		7:15P	4	9 v 5
	5:45P	5	7 v 1		5:45P	5	2 v 3
	7:15P	5	8 v 9		7:15P	5	1 v 4
Wed 4/14	5:45P	4	2 v 9	Mon 5/3	5:45P	4	9 v 7
	7:15P	4	3 v 8		7:15P	4	1 v 6
	5:45P	5	4 v 7		5:45P	5	2 v 5
	7:15P	5	5 v 6		7:15P	5	3 v 4
Mon 4/19	5:45P	4	6 v 4	Tues 5/4	5:45P	1	6 v 4
	7:15P	4	7 v 3	Make-up	7:15P	1	7 v 3
	5:45P	5	9 v 1	Wed 5/5	5:45P	4	8 v 1
	Rain Out	7:15P	5		8 v 2	7:15P	4
Wed 4/21	5:45P	4	3 v 1		5:45P	5	5 v 4
	7:15P	4	4 v 9		7:15P	5	6 v 3
	5:45P	5	5 v 8	Thurs 5/6	5:45P	1	9 v 1
	7:15P	5	6 v 7	Make-up	7:15P	1	8 v 2
Sat 4/24	9:00A	5	9 v 3	Sat 5/8	9:00A	5	5 v 9
	10:30A	5	8 v 4		This will count as a exhibition game for team 5. Will not count in standings		
	12:00P	5	7 v 5				
	1:30P	5	1 v 2				
Mon 5/10	5:45P	4	9 v 1	Make-up	7:15P	4	8 v 2
	7:15P	4	8 v 2				

Rainout's could be made up on any day of the week.



For fast rainout alerts,
join **RECALERT** by texting
RECALERT to 55678



