



BASEBALL
QUEENSLAND



BARCLAY CUP

GOLD COAST 2022

SURFERS PARADISE BASEBALL CLUB
25TH SEPTEMBER - 1ST OCTOBER 2022





BARCLAY CUP DRAW

SUNDAY 25 SEPTEMBER 2022

90 MINUTE GAMES

FIELD 1			
TIME	TEAM		TEAM
9:30AM	QLD GREY	@	NSW BLACK
11:30AM	WA BLUE	@	NSW BLUE
1:30PM	VIC HORNETS	@	QLD GREY
3:30PM	VIC DINGOES	@	WA BLUE

FIELD 2			
TIME	TEAM		TEAM
11:30AM	QLD WHITE	@	WA GOLD
1:30PM	SA SEAHORSES	@	QLD WHITE
3:30PM	WA GOLD	@	SA SEAHORSES

MONDAY 26 SEPTEMBER 2022

FIELD 1			
TIME	TEAM		TEAM
8:00AM	NSW BLUE	@	VIC DINGOES

FIELD 2			
TIME	TEAM		TEAM
8:00AM	NSW BLACK	@	VIC HORNETS

TEAMS RE-SEEDING INTO TWO POOLS

POOL A (S1-S5) & **POOL B** (S6-S9)

2 HOUR GAMES



2 HOUR GAMES

MONDAY 26 SEPTEMBER 2022

POOL A				
TIME	FIELD	TEAM		TEAM
10:30AM	1	2A	@	5A
1:00PM	1	3A	@	4A
3:30PM	1	5A	@	1A

POOL B				
TIME	FIELD	TEAM		TEAM
10:15AM	2	1B	@	4B
12:45AM	2	2B	@	3B

TUESDAY 27 SEPTEMBER 2022

POOL A				
TIME	FIELD	TEAM		TEAM
8:00AM	1	3A	@	2A
10:30AM	1	1A	@	4A
1:00PM	1	5A	@	3A

POOL B				
TIME	FIELD	TEAM		TEAM
8:00AM	2	3B	@	1B
10:15AM	2	4B	@	2B

WEDNESDAY 28 SEPTEMBER 2022

POOL A				
TIME	FIELD	TEAM		TEAM
8:00AM	1	2A	@	1A
10:30AM	1	4A	@	5A
1:00PM	1	1A	@	3A
3:30PM	1	4A	@	2A

POOL B				
TIME	FIELD	TEAM		TEAM
8:00AM	2	1B	CT	2B
10:15AM	2	3B	CT	4B

CT = COIN TOSS

TEAMS RE-SEEDED INTO CHAMPIONSHIP OR CONSOLATION GAMES

POOL A (1-5) & POOL B (1-4)

POOL B S1 GO INTO CHAMP GAMES & POOL A S5 TO GO INTO CONSOL GAMES



THURSDAY 29 SEPTEMBER 2022

REST DAY - NO GAMES SCHEDULED

FRIDAY 30 SEPTEMBER 2022

CHAMPIONSHIP GAMES					
TIME	FIELD	TEAM		TEAM	
8:00AM	1	CHAMP 5	@	CHAMP 4	G1
10:30AM	1	CHAMP 3	@	WG1	G2
1:00PM	1	CHAMP 2	@	CHAMP 1	G3

CONSOLATION GAMES					
TIME	FIELD	TEAM		TEAM	
8:00AM	2	CONSOL 4	@	CONSOL 1	
10:15AM	2	CONSOL 3	@	CONSOL 2	
12:45PM	2	CONSOL 1	@	CONSOL 3	
3:00PM	2	CONSOL 2	@	CONSOL 4	

SATURDAY 1 OCTOBER 2022

CHAMPIONSHIP GAMES					
TIME	FIELD	TEAM		TEAM	
8:00AM	1	LG1	@	LG2	4V5
10:30AM	1	WG2	@	LG3	G4
1:00PM	1	WG4	@	WG3	GOLD

CONSOLATION GAMES					
TIME	FIELD	TEAM		TEAM	
8:00AM	2	CONSOL 2	@	CONSOL 1	
10:15AM	2	CONSOL 4	@	CONSOL 3	