



Highlight Maker Baseball

Highlight Maker Baseball is a quick-play game that tells you not only who wins—it describes the most clutch hits, the biggest strikeouts, the most remarkable defensive plays, the strangest moments in any game between any two teams, giving you a full highlight reel!

1. Select two major league teams to go head-to head. One will be the visiting team, the other will be the home team. In addition, one team might be favored over the other, giving them an advantage throughout the game. If one team won 8 to 15 more games than the other during the regular 162-game MLB season, they are the FAVORED team, while the other is the UNDERDOG. If one team won 16 or more games than the other during the regular 162-game MLB season, they are the HEAVILY FAVORED team, while the other is the HEAVY UNDERDOG. Teams within seven wins of each other are said to be evenly matched.

2. In Highlight Maker Baseball, teams do not proceed through the usual number of at-bats. Each half inning begins by consulting the Inning Launch table and rolling the dice. Either a team will be retired automatically after scoring zero, one, or two runs, or the team will be put into a promising scoring situation, anything from having a man on first with two outs to having the bases loaded with no one out. Note that many times, the scoring result of the next *few* half-innings is also determined. (Example: A dice roll of 31 tells you that there is no scoring in this half inning *or* the following three half innings. Simply fill in zeroes on the scoreboard and jump ahead to the next opportunity for a team to score.)

3. If the batting team is put into a potential scoring situation, they will next refer to the Batter Up tables to play out the rest of the half inning. They will roll the dice and use the results listed there until there are three outs—unless a ▲▲▲ result is rolled. A ▲▲▲ result is the *very last* notable at-bat of the inning, regardless of the number of outs, and after that particular highlight, the team is said to be retired without further scoring. Move on to the next half inning.

4. Each Batter Up table is used to determine only a single batter's at-bat. After he is either retired or reaches base, flip to the *next* Batter Up table to determine the result of the *next* at-bat. Keep going through the eighteen Batter Up tables in sequence, A through R, going back to table A after you've used table R. To give you a wide variety of results, start each game you play with the Batter Up table you left off with. Keep track of the progression of the inning—runners on base and outs—on the scoresheet by using either standard baseball scoring techniques or whatever works for you. It is probably easiest to mark all outs as a simple X. Or you can use the game field provided.

5. The trailing team will *a/ways* get one last chance in the ninth to make a comeback. This rule supercedes any situation in which a dice roll on the Inning Launch table ends all scoring throughout the rest of the game. For example, in the bottom of the eighth inning, a dice roll of 31 tells you there is no scoring in this inning or the following three half innings. Instead of ending the game, fill out the line score with zeroes as necessary but move forward *only* to the top of the ninth if the visitors are trailing, or the bottom of the ninth if the home team is trailing.

6. If a dice roll on the Inning Launch table pushes a tie game into extra innings, fill out zeroes through the ninth and resume play in the top of the tenth. For example, with a game tied 3-3 in the bottom of the ninth inning, a 32 is rolled. This would push the tie game into the 11th inning, but instead, move only to the top of the 10th and resume play there.

7. Teams will only try to steal a base or attempt a bunt when it's either dictated on the Batter Up tables (in which case the result of the steal or bunt will be pre-determined) or dictated by the Inning Launch table. Some results there are followed by prompts to try a steal or bunt if, and only if, the letter of the Batter Up table that awaits the next batter corresponds to the letter(s) noted in parentheses. (Example: A dice roll of 43 shows that there is one out and a man on 3rd....and if the Batter Up table that awaits the next batter to step up to the plate is G, H, I, J, K, or L, the batter will try a squeeze bunt—as long as the teams are within one run of each other.)

8. Two results on the Inning Launch table are followed by a dice number in three parentheses. These are results which will be altered by the team ratings. Switch the current dice roll number to the one in parentheses if it would benefit the FAVORED or HEAVILY FAVORED team. Otherwise, just let it be. (Example: The favored Reds are up to bat and roll a 12 on the Inning Launch table: No score. However, since they are favored over the Pirates, switch the dice roll to a 65, which benefits them with a solo homerun. Conversely, if the Pirates roll a 65 when they're at bat, switch it to a 12, which benefits the Reds by blanking the Pirates in the inning.) In addition, one result on the Batter Up tables, a dice roll of 43, will always be dictated by team ratings.

9. Some results on the Inning Launch and Batter Up tables will be affected if the opposing team is starting an ACE pitcher. If a team won 95 games or more during the season, they may start an Ace once every three games. Any team which won 70 games or less during the season may not ever start an Ace. All other teams may pitch an Ace once every four games.

An Ace pitcher is knocked out of the game after giving up his fifth run, and never pitches beyond the ninth inning.

10. Some results on the Batter Up table refer you to the Rare Play table, which should then be consulted to determine the result of the at-bat. On the Rare Play table, the first results in **BOLD** print apply if the batting team is the FAVORED team or HEAVILY FAVORED team, while the second results in regular print apply if the batting team is the UNDERDOG or HEAVY UNDERDOG. If neither team is favored, the home team uses the **bold** results, while the visitors use the results in normal print.

11. Some results tell you that a controversial call has caused a manager to come out to argue. When this happens, he is either ejected, gets the call reversed, or argues to no avail and eventually returns to the dugout. The aggregate score of the game at the time determines what happens. For example, if a result reads REVERSED: 4 EJECTED: 5, the manager gets the call reversed if the combined number of runs on the scoreboard between the two teams is currently four, and he is ejected without getting his way if the aggregate score is 5. Otherwise, he argues with no effect on the outcome of the play and returns to the dugout.

12. Some results will tell you that a runner has been caught in a rundown. Refer to the Rundown Table to determine the outcome of the play.

13. With a runner on third base, you must determine if the defense should bring the infield in to cut off a possible scoring play at home. Also, in rare circumstances, and only in the eighth inning or later in a critical situation, you may decide that a team should intentionally walk a batter to set up a double play.

14. Some results on the Inning Launch table are marked with a diamond symbol. These results suggest that no one at all reached base during this half inning or stretch of several half innings. If a team manages to go through an entire game achieving *only* Inning Launch results marked with the diamond symbol, the opposing pitcher gets credit for a no-hitter, and a perfect game if his team scored their first run in the sixth inning or later!

Highlight Maker Baseball

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Inning Launch Table

11	Pitcher strikes out three! No score! ◇
12	No score. (((65))) ◇
13	No scoring this half inning or the next. ◇
14	No scoring this half inning or the next.
15	No scoring this half inning or the next.
16	No scoring this half inning or the next.
21	No scoring this half inning or the next.
22	No scoring this half inning or the following two half innings.
23	No scoring this half inning or the following two half innings.
24	No scoring this half inning or the following two half innings.
25	No scoring this half inning or the following two half innings.
26	The HEAVILY FAVORED TEAM's star power hitter clouts a 2-run homer to left in the inning! The FAVORED TEAM's star power hitter knocks a solo homer to right in the inning! The UNDERDOG wastes a leadoff double and fails to score! The HEAVY UNDERDOG blows a bases loaded, nobody out situation and fails to score! If the teams are EVENLY MATCHED, brilliant defense keeps them from scoring!
31	No scoring this half inning or the following three half innings. The bats have gone dead!
32	No scoring this half inning or the following three half innings. Pitchers throwing brilliantly!
33	0 out, man on 1st.... <i>A, B, C, D, E, F, G) Runner attempts a steal of second if teams are within 3 runs of each other!</i> <i>H, I, J, K, L) Batter attempts a sac bunt if teams are within 1 run of each other!</i>
34	0 out, man on 2nd.... <i>I, J, K, L, M, N) Batter attempts a sac bunt if teams are within 1 run of each other!</i>
35	0 out, man on 3rd.... (ACE on the mound: 1-2-3 inning! ◇)
36	0 out, men on 1st and 2nd.... (ACE on the mound: 1-2-3 inning! ◇)
41	1 out, man on 1st.... <i>I, J, K, L, M, N, O, P) Runner attempts a steal of second if teams are within 2 runs of each other!</i> <i>A, B, C) Batter attempts a sac bunt if teams are within 1 run of each other!</i>
42	1 out, man on 2nd.... <i>C, D, E, F) Runner attempts a steal of third if teams are within 1 run of each other!</i> <i>G, H, I, J) Batter attempts a sac bunt if teams are within 1 run of each other!</i>
43	1 out, man on 3rd.... <i>G, H, I, J, K, L, M) Batter attempts a squeeze bunt if teams are within 1 run of each other!</i>
44	1 out, men on 1st and 2nd.... <i>I, J, K, L) Batter attempts a sac bunt if teams are within 1 run of each other!</i>
45	1 out, men on 1st and 3rd....
46	1 out, men on 2nd and 3rd.... (ACE on the mound: 1-2-3 inning! ◇)
51	1 out, bases loaded.... <i>K, L, M) Batter attempts a squeeze bunt if teams are within 1 run of each other in the 6th inning or later!</i>
52	2 out, man on 1st.... <i>A, B, C, D, E, F) Runner attempts a steal of second if teams are within 3 runs of each other!</i>
53	2 out, man on 2nd....
54	2 out, man on 3rd....
55	2 out, men on 1st and 2nd.... (ACE on the mound: 1-2-3 inning! ◇)
56	2 out, men on 1st and 3rd....
61	2 out, men on 2nd and 3rd.... (ACE on the mound: 1-2-3 inning! ◇)
62	2 out, bases loaded....
63	1 out, man on 1st....Consult the RARE PLAY table!
64	Pitcher struggles with his control and gives up a run!
65	Team scores a run on a solo homer by its star power hitter! (((12)))
66	Team scores a run on a solo homer by its star hitter! (ACE on the mound: 1-2-3 inning! ◇)

Batter Up! A ▲▲▲ results mean that the inning ends with this highlight.

11	The 3-2 pitch....and the batter strikes out!
12	Rocket grounder to third base! DOUBLE PLAY, 2nd to 1st, others hold unless forced! (If the runner on 2nd is forced to 3rd, he's out, the second out is at 1st, others advance!) INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance.
13	Easy ground out to first! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance.
14	Ground out to second. Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner safe at home! Batter safe at first, others advance!
15	Shallow fly ball to right center, the right fielder has a long run but he makes the catch! Runners must hold.
16	Line drive out to the shortstop, lead runner doubled off base!
21	Deep fly ball to center field, the center fielder takes it at the wall! Runners on 2nd and 3rd advance.
22	Sharp ground out to short, the shortstop makes a nice backhanded stab! DOUBLE PLAY, 2nd to 1st, others advance! (If the runner on 2nd is NOT forced to 3rd, he is TAGGED out there, and the batter is safe at 1st.) INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner safe at home! Batter safe at first, others advance!
23	Line drive fly out to left! Runners must hold.
24	▲▲▲ Strikeout looking, oh, that looked like ball four, a questionable call!
25	Fly out to right, runners on 2nd and 3rd tag and advance.
26	High chopper back to the mound, the pitcher charges in and makes the play! Force out at 2nd, safe at 1st, others advance! (If there's a runner on 2nd, he's out going to 3rd, batter safe at first.) INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	Pop fly out to third. Runners must hold.
32	▲▲▲ Great diving stop by the shortstop in the outfield grass! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter is hit by the pitch!
35	Infield SINGLE to first, the ball just never rolls foul! Runners advance one base.
36	▲▲▲ ERROR, shortstop makes a bad throw, batter safe at first, others advance one base!
41	Wild pitch! Runners advance one base.
42	Tough ground ball along the third base line, the third baseman's throw to first is....late by a half step! Batter safe, others advance! INFIELD IN: Runner safe at home, batter safe at first, others advance!
43	FAVORED TEAM: Shortstop makes a terrific diving stop of a ground ball but then throws it away! Batter goes to second, others advance two bases! UNDERDOG: Ball is absolutely drilled to left field but right at the left fielder, batter out, others must hold! HEAVILY FAVORED TEAM: ▲▲▲ Moon shot homerun to left field! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: Pop foul near the stands, the first baseman falls into the stands and makes the catch! Runners on 2nd and 3rd tag and advance!
44	▲▲▲ SINGLE over the infield into left center! The lead runner is thrown OUT going for two!
45	Line drive SINGLE past the pitcher! Runners advance one base!
46	Batter walks on four pitches!
51	▲▲▲ HOMERUN to center field!
52	SINGLE over a leaping shortstop into center field! The lead runner tries for two bases and the throw is wild, he scores, all other runners advance two bases on the throw!
53	Slow rolling SINGLE to right! Runners go one base unless there are two out, if which case they go two!
54	ERROR, third baseman makes a bad throw, batter safe at first, others advance one base!
55	▲▲▲ SINGLE past a diving third baseman! Runner on 2nd scores, others advance one base!
56	Bouncing SINGLE past the mound! Runners advance two bases!
61	Line drive SINGLE to left! Runners advance one base.
62	▲▲▲ HOMERUN to right field!
63	▲▲▲ DOUBLE to right field, runners advance two bases! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ TRIPLE into the right field corner! ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	DOUBLE to left center field, runners advance two bases!
66	HOMERUN to right field!

Batter Up! B ▲▲▲ results mean that the inning ends with this highlight.

11	Batter strikes out looking at a pitch right down the middle of the plate!
12	Rocket grounder to short! DOUBLE PLAY, 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance!
13	Easy ground out to second! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner safe at home on a throwing error! Batter safe at first, others advance!
14	Ground ball to third, the third baseman charges in to make the play! Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
15	Shallow fly ball to left field, the left fielder dives and makes a sensational catch! Runners must hold!
16	▲▲▲ Batter strikes out, oh, that was some wicked stuff thrown by the pitcher!
21	Deep fly ball to right field, the right fielder takes it at the wall! Runners on 2nd and 3rd advance.
22	Sharp ground out to third! DOUBLE PLAY, 2nd to 1st, others advance! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance!
23	Line drive fly out to right! Runners must hold.
24	Strikeout swinging, the catcher holds onto a foul tip!
25	Fly out to left, and the throw to get the lead runner tagging and advancing is....too late! Others advance behind him on the throw!
26	High chopper to short, the shortstop makes a diving stop! Force out at 2nd, safe at 1st, others advance! (If there's a runner on 2nd, he's out going to 3rd, batter safe at first.) INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner safe at home! Batter safe at first, others advance!
31	Pop fly out to the second baseman in shallow center. Runners must hold.
32	Great diving stop by the third baseman! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter is almost hit by the pitch and has to bail out of the box! Roll again!
35	▲▲▲ Second baseman can't handle a ground ball, it's ruled a SINGLE! Runners advance one base.
36	▲▲▲ ERROR, third baseman makes a bad throw, batter goes to second, others advance two bases!
41	Passed ball! Runners advance one base.
42	Tough ground ball to short, shortstop charges in, bare-hands it, his throw to first is....not in time! Batter safe, others advance one base! The manager comes out to argue the call! (REVERSED: 1 EJECTED: 2) INFIELD IN: Runner safe at home, batter safe at first, others advance!
43	FAVORED TEAM: Ground rule double down the left field line, runners advance two bases! UNDERDOG: Batter strikes out and the lead runner is thrown out stealing! HEAVILY FAVORED TEAM: ▲▲▲ Long fly ball to center, the outfielder leaps at the wall, it's gone! HOMERUN! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: Ground ball to short, shortstop throws to the lead base for the out, but it's dropped! Error, everyone's safe! (Bases empty: Long foul ball to left misses the foul pole by inches!)
44	SINGLE over the infield into right center! Lead runner goes two bases, others advance one!
45	Line drive SINGLE to center field! Runners advance one base!
46	▲▲▲ HOMERUN to left field!
51	Batter walks on a 3-2 count!
52	▲▲▲ SINGLE over a leaping infielder into left field! The lead runner goes for two, and he is....SAFE! Others advance behind him on the throw!
53	Bloop SINGLE to right field! Runners go one base unless there are two out, if which case they go two!
54	The pitch is ripped hard right at the center fielder, it one-hops him, SINGLE, runners advance one base!
55	SINGLE past a diving second baseman! Runners advance 2 bases!
56	Bouncing SINGLE between third and short! Runner on second scores, others advance one!
61	Line drive SINGLE to left center! Runners advance one base.
62	▲▲▲ DOUBLE to right center field, the bases are cleared!
63	▲▲▲ DOUBLE along the third base line, the bases are cleared! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ HOMERUN into the left field corner! ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	High fly ball to right center, it's going to be a tough play, and the outfielder can't snag it! It's a DOUBLE, the bases are cleared!
66	Ground rule DOUBLE into the right field corner, runners advance two bases!

Batter Up! C ▲▲▲ results mean that the inning ends with this highlight.

11	Batter strikes out swinging at a blazing fast ball!
12	<p>▲▲▲ Rocket grounder to second! DOUBLE PLAY, 2nd to 1st, others hold unless forced!</p> <p>▲▲▲ INFIELD IN, force play at home: Double play, home to first, others advance!</p> <p>▲▲▲ INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance!</p>
13	<p>Easy ground out to short takes a bad hop but the shortstop has it! Out at 1st, all runners not forced forward must hold.</p> <p>INFIELD IN, force play at home: Runner out, batter safe at first, others advance.</p> <p>INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance!</p>
14	<p>Ground out to first, the first baseman charges in to make the play! Out at 1st, others advance.</p> <p>INFIELD IN, force play at home: Runner out, batter safe at first, others advance.</p> <p>INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance!</p>
15	The lead runner is picked off base! (No one on: Strikeout swinging)
16	Line drive out to the third baseman.
21	Deep fly ball to left, the left fielder makes a nice running catch on the track! Runners on 2nd and 3rd advance.
22	<p>Sharp ground out to short! DOUBLE PLAY, 2nd to 1st, others hold unless forced on!</p> <p>INFIELD IN, force play at home: Runner out, batter safe at first, others advance.</p> <p>INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance!</p>
23	Line drive fly out to center! Runners must hold.
24	Strikeout looking, the batter was completely fooled by the pitch!
25	Fly out to left, the lead runner tags and goes, and he is....OUT! Others advance behind him on the throw. (Runner on 1st stays at 1st.)
26	<p>High chopper to third, the third baseman charges in and makes the play! Force out at 2nd, safe at 1st, others advance!</p> <p>INFIELD IN, force play at home: Runner out, batter safe at first, others advance.</p> <p>INFIELD IN, no force play at home: Runner safe at home! Batter safe at first, others advance!</p>
31	Pop fly out to short. Runners must hold.
32	▲▲▲ Great diving stop by the second baseman! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter hit by the pitch!
35	Infield SINGLE to the mound! Runners advance one base.
36	▲▲▲ Second baseman muffs a grounder but gets the man out at first, others advance one base!
41	A balk is called! Runners advance one base.
42	<p>Tough ground ball deep in the hole at second, the second baseman's throw to first is....just barely in time!</p> <p>Batter out, others advance!</p> <p>INFIELD IN: Runner safe at home, batter safe at first, others advance!</p>
43	<p>FAVORED TEAM: Single to left field, and the batter gets to second on sheer hustle! Runners advance two bases! UNDERDOG: Lead runner is picked off base! (No one on: Hard line out to third.) HEAVILY FAVORED TEAM: ▲▲▲ Long fly ball to left, it's in The first row of the stands for a short HOMERUN! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: The batter lays down a surprise bunt but pops out to 3rd!</p>
44	▲▲▲ SINGLE over the infield into center! Runners advance two bases!
45	The team's best hitter knocks a line drive SINGLE to center! Runners advance one base!
46	▲▲▲ A player normally known only for his glove smacks a long HOMERUN to right field!
51	After a great battle, the batter finally walks on a 3-2 count!
52	SINGLE over a leaping infielder into right field! Runners advance two bases!
53	▲▲▲ Broken bat SINGLE to center! Runners go one base unless there are two out, if which case they go two!
54	ERROR, first baseman makes a bad toss to the pitcher at first, batter safe, others advance one base!
55	▲▲▲ SINGLE past a diving first baseman! Runners advance 2 bases!
56	Bouncing SINGLE through the infield into right! Runners advance two bases!
61	Line drive SINGLE to right center! Lead runner is thrown OUT for going for two, others advance behind him on the Throw, batter takes second!
62	DOUBLE along the first base line, the bases are cleared!
63	<p>▲▲▲ HOMERUN to center field!</p> <p>▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!</p>
64	<p>▲▲▲ DOUBLE to right field! The runner on 1st is thrown OUT at home, batter goes to third on the throw!</p> <p>▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!</p>
65	Ground rule DOUBLE to left center field, runners advance two bases!
66	▲▲▲ DOUBLE down the first base line, runners advance two bases!

Batter Up! D ▲▲▲ results mean that the inning ends with this highlight.

11	Strikeout swinging, the catcher drops the ball, throws to first in time, batter out, others hold unless forced on!
12	Rocket grounder to first! DOUBLE PLAY , 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance!
13	Easy ground out to third! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance!
14	Ground out to short. Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner safe at home on a throwing error! Batter safe at first, others advance!
15	Shallow fly ball to right field, the right fielder dives and makes a sensational catch! Runners must hold.
16	Foul out to the third baseman.
21	Deep fly out to left field, the left fielder runs into the wall as he makes the catch! Runners on 2nd and 3rd advance.
22	Sharp ground out to 2nd, the 2nd baseman makes a backhanded stab! DOUBLE PLAY , 2 nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner safe at home! Batter safe at first, others advance!
23	Line drive fly out to center! Runners must hold.
24	Batter chases one in the dirt and strikes out swinging!
25	Fly out to right center. The lead runner tags and goes, and the throw to get him is wild! Runner safe, others advance two bases behind him!
26	High chopper ground out to second! Force out at 2nd, safe at 1st, others advance! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home! Batter safe at first, others advance!
31	Team's weakest hitter waves at a pitch in the dirt, strike three.
32	Great diving stop by the first baseman, who flips to the pitcher! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Ball thrown inside....and called a strike! Oh, the hitting team's manager is upset over that call! Roll again.
35	▲▲▲ Infield SINGLE on a high chopper to short! Runners advance one base.
36	Infield SINGLE plus an ERROR , bad throw by the first baseman, batter goes to second, others advance two bases!
41	Catcher makes a great play to block a wild pitch! Roll again.
42	Tough ground ball to first, the first baseman's toss to the pitcher is....just barely in time! Batter out, others advance! INFIELD IN: Runner OUT at home, batter safe at first, others advance!
43	FAVORED TEAM: Fly ball to the left field corner, the left fielder dives for it but can't come up with it, it's a double, runners advance two bases! UNDERDOG: Lead runner picked off base! (No one on: Strikeout looking.) HEAVILY FAVORED TEAM: ▲▲▲ HOMERUN into the upper deck in right! HEAVY UNDERDOG: Line drive out to short, the shortstop steps on second to double up the runner on second. (No runner on second: Shortstop throws to the lead base for the double play.) TEAMS EVENLY MATCHED: Ground ball to second, the second baseman throws to the shortstop for the force out at 2nd, but then the shortstop throws the ball away! Batter goes to second, everyone else scores! (No force out at 2nd: Batter lays down a surprise bunt single to third, runners advance!)
44	SINGLE over the infield into center! The lead runner is thrown OUT trying for two!
45	▲▲▲ Line drive SINGLE to right! Runners advance one base!
46	Batter walks on a bad call!
51	▲▲▲ HOMERUN to center field!
52	▲▲▲ SINGLE into right field! The lead runner is thrown OUT trying for two, others advance behind him, batter holds at first!
53	Bloop SINGLE to center! Runners go one base unless there are two out, if which case they go two!
54	ERROR , shortstop drops a grounder, batter safe at first, others advance one base!
55	SINGLE past a diving third baseman! Runners advance two bases!
56	Bouncing SINGLE between first and second! Runners advance two bases!
61	Line drive DOUBLE to center! Runners advance two bases!
62	▲▲▲ The team's poorest hitter clouts a HOMERUN to left field!
63	▲▲▲ HOMERUN into the right field corner! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a blazing fast ball!</i>
64	▲▲▲ HOMERUN to left center field! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a wicked curve!</i>
65	Ground rule DOUBLE to left center field, runners advance two bases but the runner on first is judged to have rounded third and he is waved home by the umpires! The manager comes out to argue the call! (REVERSED: 3 EJECTED: 4)
66	DOUBLE to center field, the runner on first is thrown OUT at home, and the batter is then thrown OUT going to third, double play!

Batter Up! E ▲▲▲ results mean that the inning ends with this highlight.

11	Batter swings at a good-looking pitch but the bottom drops out of it and he misses it, strikeout!
12	Rocket grounder back to the mound! DOUBLE PLAY , lead force base to 1st, others hold unless forced! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to short! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to second, second baseman charges in to make the play! Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
15	Shallow fly ball to left center field, the left fielder has a long run but he makes the catch! Runners must hold.
16	Line drive out to the second baseman.
21	▲▲▲ Deep fly ball to right center, the right fielder chases it down in the gap! Runners on 2nd and 3rd advance.
22	Sharp ground out to first, the first baseman makes a diving stop! DOUBLE PLAY , 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	Line drive fly out to right! Runners must hold.
24	▲▲▲ Strikeout looking, the batter was completely fooled by the pitch!
25	Fly out to center, the lead runner on 2nd or 3rd tags and goes, the throw is cut off and the runner directly behind him is thrown out trying to advance!
26	High chopper to short, the shortstop charges in and makes the play! Force out at 2nd, safe at 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	Pop fly out to second. Runners must hold.
32	Great diving stop by the first baseman on the foul line, he flips to the pitcher covering! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter hit by the pitch!
35	Infield SINGLE , third baseman charges in but can't make the play! Runners advance one base.
36	▲▲▲ ERROR , pitcher muffs a grounder, batter safe at first, others advance one base!
41	Batter walks! Runners advance one base.
42	Tough ground ball back toward the mound, the pitcher snags it, throws to first....he got him by a half step! Batter out, Others advance! INFIELD IN: Runner OUT at home, batter safe at first, others advance!
43	FAVORED TEAM: Batter lays down a surprise bunt, the pitcher panics and throws the ball away, it's a single plus an error, batter to second, others advance two bases! UNDERDOG: Lead runner is picked off base! (Bases empty: Caught foul tip, strikeout!) HEAVILY FAVORED TEAM: ▲▲▲ HOMERUN off the foul pole in left! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: Fly ball into the left field corner, the left fielder makes the catch as he slams into the wall, foul out, runners on second and third tag and advance!
44	▲▲▲ SINGLE over the infield into left! The throw to get the lead runner going for two is....late! He's safe, others advance Behind him!
45	Line drive SINGLE past the pitcher into right center! Runners advance one base!
46	Batter walks after falling behind 0-2!
51	▲▲▲ HOMERUN to left field!
52	SINGLE over a leaping infielder into left! The lead runner is thrown OUT going for two bases, others advance behind him, batter takes second!
53	Broken bat SINGLE to left! Runners go one base unless there are two out, if which case they go two!
54	ERROR , second baseman muffs a grounder, batter safe at first, others advance one base!
55	▲▲▲ SINGLE past a diving first baseman! Runners advance 2 bases!
56	Bouncing SINGLE up the middle! Runners advance two bases!
61	Line drive SINGLE to right! Runners advance one base.
62	The team's best hitter sends a DOUBLE into the right field corner, the bases are cleared!
63	▲▲▲ HOMERUN into the left field corner! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a blazing fast ball!</i>
64	▲▲▲ TRIPLE to right center field! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a wicked curve!</i>
65	HOMERUN to left center field!
66	▲▲▲ HOMERUN to center field!

Batter Up! F ▲▲▲ results mean that the inning ends with this highlight.

11	Strikeout looking on a 3-2 pitch!
12	Rocket grounder to short takes a wild hop but the shortstop makes a great play on it! DOUBLE PLAY , 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to second! All runners not forced forward must hold. INFIELD IN, force play at home: Catcher drops the ball at home! Runner safe, batter safe at first, others advance! INFIELD IN, no force play at home: Runner caught in a rundown! Consult Rundown Table!
14	Ground out to short. Out at 1st, others advance. INFIELD IN: Grounder gets through for a single, runners advance one base!
15	The lead runner is picked off and caught in a rundown! Consult the Rundown table!
16	Foul out to right field, runners must hold.
21	Deep fly ball to left field, left fielder catches it at the wall! Runners on 2nd and 3rd advance.
22	Sharp ground out to second! DOUBLE PLAY , 2nd to 1st, others advance! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	Line drive fly out to left! Runners must hold.
24	▲▲▲ Strikeout swinging, the batter had a huge homerun cut but missed it!
25	Fly out to center, the lead runner tags and goes, and the throw is late, he's safe, others advance behind him!
26	High chopper ground out to first! Force out at 2nd, safe at 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner safe at home on a huge collision with the catcher, batter safe at first, others advance!
31	Pitcher delivers a throw right down the middle of the plate and strikes out the batter!
32	▲▲▲ Great diving stop by the shortstop on a line drive! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Ball thrown inside, it seems to graze the batter but the umpire only calls it a ball! The manager comes out to argue! Roll again if he can't get the call overturned! (REVERSED: 5 EJECTED: 6)
35	▲▲▲ Sharp grounder to short, shortstop knocks it down but it's an infield SINGLE ! Runners advance one base.
36	ERROR , the catcher makes a bad throw to first, batter goes to second, others advance two bases!
41	Wild pitch! Runners advance two bases!
42	Tough ground ball in front of the plate, the catcher picks it up, throws to first...just in time! Batter out, others advance! INFIELD IN: Runner safe at home, batter safe at first, others advance!
43	FAVORED TEAM: A rocket grounder goes off the third baseman's glove into foul territory, the batter will go all the way to second, others advance one base unless forced for two! UNDERDOG: Tapper in front of the plate, catcher throws to first in time, batter out, others advance. HEAVILY FAVORED TEAM: ▲▲▲ Double off the very top of the left field wall, runners advance 2 bases! UNDERDOG: Strikeout, and the lead runner is caught stealing! TEAMS EVENLY MATCHED: Strikeout, but the catcher drops the ball and the batter is safe at first, others advance one base!
44	SINGLE over the infield into right! The lead runner is thrown OUT trying for two! Others advance behind him, batter takes second.
45	Line drive SINGLE to left center! Runners advance one base!
46	▲▲▲ HOMERUN to right field!
51	Batter walks! Whoa, the pitcher was all over the place on that free pass!
52	▲▲▲ SINGLE over a leaping infielder into center! Runners advance two bases!
53	Bloop SINGLE to left! Runners go one base unless there are two out, if which case they go two!
54	Shortstop charges a ground ball but his throw to first is a step late! SINGLE , others advance!
55	▲▲▲ SINGLE past a diving shortstop! Runner on 2nd scores, others advance one base!
56	Bouncing SINGLE through past the shortstop! Runner on 2nd scores, others advance one base!
61	Line drive SINGLE past the pitcher! Runners advance one base.
62	▲▲▲ SINGLE to right center, the batter goes for second, the throw is not in time, others advance 2 bases!
63	▲▲▲ DOUBLE into the right field corner, the bases are cleared! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a blazing fast ball!</i>
64	▲▲▲ DOUBLE into the right field corner, the bases are cleared! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a wicked curve!</i>
65	▲▲▲ HOMERUN to the left field corner!
66	HOMERUN to the right field corner!

Batter Up! G ▲▲▲ results mean that the inning ends with this highlight.

11	Pitcher comes back from a 3-0 hole to strike the batter out swinging!
12	Rocket grounder to third base! Third baseman makes a neat backhanded stab! DOUBLE PLAY , 2nd to 1st, others hold unless forced on! (If the runner on 2nd is forced to go to 3rd, he's out, the second out is at 1st, others advance!) INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to first! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner caught in a rundown! Consult Rundown Table!
14	Ground out to second. Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner slides around the tag and is safe at home! Batter to first, others advance!
15	The team's star power hitter flies out weakly to right center field. Runners must hold.
16	Fouled back behind the plate, the catcher almost drops it but hangs on!
21	Deep fly ball to center, the center fielder makes the catch as he runs into the wall! Runners on 2nd and 3rd advance.
22	Sharp ground out to short! DOUBLE PLAY , 2nd to 1st, others advance! (If the runner on 2nd is NOT forced to 3rd, he is tagged out there, batter safe at 1st.) INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	▲▲▲ Line drive fly out to left! Runners must hold.
24	Pitcher comes back from a 3-0 hole and strikes the batter out looking!
25	Fly out to right, the lead runner tags and goes, and he is thrown OUT! Runners advance behind him on the throw.
26	High chopper back to the mound, the pitcher leaps and makes the stop! Force out at 2nd, safe at 1st, others advance! (If there's a runner on 2nd, he's out going to 3rd, batter safe at first.) INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	▲▲▲ The team's best hitter pops out to third. Runners must hold.
32	Great diving stop by the shortstop! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter is hit by the pitch! Both teams are warned, that seemed like retaliation!
35	Infield SINGLE to first, the runner beats the toss by a step! Runners advance one base.
36	▲▲▲ Shortstop misplays a grounder but gets the man at first, others advance one base!
41	Wild pitch! Runners advance one base.
42	Tough ground ball to third, long throw....got him by a foot! The first baseman makes a great scoop! Others advance! INFIELD IN: Runner OUT at home, batter safe at first, others advance!
43	FAVORED TEAM: Long fly ball to right center, it's off the top of the wall for a double, everyone scores! The manager comes out to argue that it was a homerun! (REVERSED: 7 EJECTED: 8) UNDERDOG: Ground ball to third, long throw to first....in time, the batter dives into first but too late! Others advance. HEAVILY FAVORED TEAM: ▲▲▲ Moon shot HOMERUN to center! WAY gone! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning ends with no further damage! TEAMS EVENLY MATCHED: Ground ball hits the lead runner, runner out, batter safe at first, others advance! (Bases empty: The batting team's manager asks the umpire to check the pitcher's glove for a foreign substance! PITCHER EJECTED: 9)
44	▲▲▲ SINGLE over the infield into left center! Runner on second scores, others advance one.
45	Line drive SINGLE past the pitcher! Runners advance one base!
46	▲▲▲ A player normally known only for his glove smacks a long HOMERUN to left field!
51	Batter walks after falling behind 0-2!
52	▲▲▲ SINGLE over a leaping infielder into center field! Runners advance two bases!
53	Everyone on base STEALS successfully!
54	ERROR , second baseman boots a ground ball, runners advance one base!
55	▲▲▲ SINGLE past a diving third baseman! Runners advance 2 bases!
56	Bouncing SINGLE past the mound! Center fielder throws OUT the lead runner going for two! Others advance behind him!
61	The team's best hitter comes through with a line drive SINGLE to left! Runners advance one base.
62	▲▲▲ Ball hit to the right field corner for an INSIDE THE PARK HOMERUN!
63	▲▲▲ DOUBLE over third, runners advance two bases! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ HOMERUN to center field! ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	DOUBLE to right center field, the batter is thrown OUT going for third, everyone else scores!
66	SINGLE to right field, the batter hustles into second and beats the throw! Others advance one base unless forced on!

Batter Up! H ▲▲▲ results mean that the inning ends with this highlight.

11	Strikeout looking, the pitch catches the outermost edge of the plate!
12	Rocket grounder to short! DOUBLE PLAY, 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to second! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to third. Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner caught in a rundown! Consult Rundown Table!
15	Shallow fly ball to left field, the left fielder dives and makes a sensational catch! Runners must hold.
16	Batter takes a massive cut on a two-strike pitch and can't handle it, he strikes out!
21	▲▲▲ Deep fly ball to right, the right fielder has a long run but makes a great reaching catch on the track! Runners on 2nd and 3rd advance.
22	Sharp ground out to third, the third baseman makes a diving stop! DOUBLE PLAY, 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance!
23	Line drive fly out to right! Runners must hold.
24	▲▲▲ Strikeout swinging, oh, the batter swung at an obvious ball four!
25	Fly out to left, runner on 3rd tags and scores!
26	High chopper ground out to short! Force out at 2nd, safe at 1st, others advance! (If there's a runner on 2nd, he's out going to 3rd, batter safe at first.) INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	Pop fly out to the second baseman in shallow center. Runners must hold.
32	Great diving stop by the third baseman on the foul line! He makes the long throw, batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter is almost hit by the pitch and has to bail out of the box! Roll again!
35	▲▲▲ Infield SINGLE on a high chopper to second! Runners advance one base.
36	Infield SINGLE plus an ERROR by the third baseman, bad throw, batter goes to second, others advance two bases!
41	Wild pitch! Runners advance one base.
42	Grounder deep in the hole at short, long, tough throw to first....and the batter is out by a half step! Others advance! INFIELD IN: Runner safe at home, batter safe at first, others advance!
43	FAVORED TEAM: Ground rule double to center field, it bounces over the wall, runners advance two bases! UNDERDOG: Soft liner to second in the outfield grass, batter out. HEAVILY FAVORED TEAM: ▲▲▲ Fly ball to the right field corner, it squeaks into the stands for a HOMERUN! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: Grounded back to the pitcher, the pitcher throws to second for the force out, but the throw to first is wild, batter goes to second, all others advance two bases! (No force play at 2nd: Third baseman drops a foul ball near the stands! Error!)
44	SINGLE over the infield into right center! Lead runner is SAFE going for two, others move up one base behind him!
45	Line drive SINGLE to center field! Runners advance one base!
46	▲▲▲ The team's star power hitter connects for a HOMERUN to right field!
51	Batter walks on a bad call!
52	▲▲▲ SINGLE over a leaping infielder into left field! Runners try for two bases!
53	Bloop SINGLE to right field lands just over the shortstop's head! Runners go one base unless there are two out, if which case they go two!
54	Infield SINGLE plus an error on the shortstop, bad throw, batter to second, others advance two bases!
55	SINGLE past a diving second baseman! Runners advance 2 bases!
56	Bouncing SINGLE between third and short! Runners advance two bases!
61	Batter drops a bunt toward third and he's on with an infield SINGLE, others advance!
62	▲▲▲ High fly ball deep to left, the left fielder gets under it but can't make the difficult catch, it's a DOUBLE, runners advance two bases!
63	▲▲▲ HOMERUN to left field! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ DOUBLE off the wall in right center field, runners advance two bases! ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	Ground rule DOUBLE to right center field, runners advance two bases!
66	▲▲▲ DOUBLE over first, runners advance two bases!

Batter Up! I ▲▲▲ results mean that the inning ends with this highlight.

11	Batter fouls off several two-strike pitches and then finally strikes out swinging!
12	Rocket grounder to second! Second baseman dives for it and has it! DOUBLE PLAY , 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to short! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to first. Out at 1st, others advance. INFIELD IN: Grounder gets through for a single, runners advance two bases!
15	Shallow fly out to center! Runners must hold.
16	Line drive out to the first baseman.
21	Deep fly ball to right field, the right fielder makes the catch as he runs into the wall! Runners on 2nd and 3rd advance.
22	Sharp ground out to short! DOUBLE PLAY , 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner SAFE at home, batter safe at first, others advance!
23	▲▲▲ Line drive fly out to center! Runners must hold.
24	The team's star power hitter goes down swinging on a 3-2 pitch!
25	Fly out to left. The lead runner tags and goes, and he is thrown OUT ! Others advance behind him.
26	High chopper to third, the third baseman makes a nice backhanded stab! Force out at 2nd, safe at 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	The lead runner is caught in a rundown, consult the Rundown table! (Bases empty: Batter strikes out looking.)
32	▲▲▲ Great diving stop by the second baseman in the outfield grass! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter hit by the pitch! The batter glares at the pitcher but holds his tongue!
35	Infield SINGLE to the mound! Runners advance one base.
36	▲▲▲ ERROR , bad throw by second baseman, batter safe at first, others advance two bases!
41	A balk is called! Runners advance one base. The manager comes out to argue the call! (REVERSED: 10 EJECTED: 11)
42	Tough ground ball to second, and the batter outruns it by a half step, just safe at first, others advance! INFIELD IN: Runner safe at home, batter safe at first, others advance!
43	FAVORED TEAM: Fly ball to left center field, the center fielder dives but can't come up with it, it's a double, everyone scores! UNDERDOG: After what looked like a homerun is ruled a foul ball, the batter strikes out! Ouch! HEAVILY FAVORED TEAM: ▲▲▲ Long drive to right field, the right fielder leaps at the wall.....it's gone! HOMERUN! HEAVY UNDERDOG: Line drive out to first, and the lead runner is doubled off! TEAMS EVENLY MATCHED: Batter lays down a perfect surprise bunt to third, safe at first, others advance!
44	▲▲▲ SINGLE over the infield into center! Runners advance two bases!
45	Line drive SINGLE to center! Runners advance one base!
46	▲▲▲ HOMERUN to deep left field!
51	Batter walks on a 3-2 count!
52	SINGLE over a leaping infielder into right field! The lead runner is thrown OUT going for two! Others advance behind him, batter takes second!
53	Slow rolling SINGLE to center! Runners go one base unless there are two out, if which case they go two!
54	ERROR , bad throw by the second baseman, batter goes to second, others advance 2 bases!
55	▲▲▲ SINGLE past a diving first baseman! Runners advance 2 bases!
56	Bouncing SINGLE through the infield into right! Runners advance two bases!
61	Line drive SINGLE to right center! Runners advance one base.
62	TRIPLE to left field!
63	▲▲▲ DOUBLE to center field, the runner on first is thrown OUT going home! Batter to third! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ HOMERUN to left field! ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	DOUBLE to the left field corner, everyone scores and the batter goes to third on a late throw home!
66	HOMERUN to the left field corner!

Batter Up! J ▲▲▲ results mean that the inning ends with this highlight.

11	Batter chases a high two-strike pitch and strikes out!
12	Rocket grounder to first! First baseman makes a neat backhanded stab! DOUBLE PLAY, 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to third! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to short, the shortstop charges in the make the play! Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
15	Shallow fly ball to right field, the right fielder makes a nice sliding catch! Runners must hold.
16	Batter waves weakly at strike three, completely fooled by the pitch!
21	Deep fly ball to left center, the left fielder chases it down for the out! Runners on 2nd and 3rd advance.
22	Sharp ground out to second! DOUBLE PLAY, 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner crashes into the catcher and is SAFE at home! Batter safe at first, others advance!
23	Line drive fly out to center! Runners must hold.
24	▲▲▲ Strikeout swinging on a pitch in the dirt!
25	Fly out to right center. Runners on 2nd and 3rd tag and advance.
26	High chopper to second, the second baseman makes a nice backhanded stab! Force out at 2nd, safe at 1st, others advance! INFIELD IN, force play at home: Runner SAFE on a late throw home, batter safe at first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	Pop fly out to the pitcher. Runners must hold.
32	Great diving stop by the first baseman, who flips to the pitcher covering! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Ball thrown inside....called a strike! Oh, the hitting team's manager is upset over that call! Roll again.
35	▲▲▲ Shortstop can't handle a ground ball, it's ruled an infield SINGLE! Runners advance one base.
36	ERROR, first baseman muffs a grounder, batter safe at first, others advance one base!
41	Wild pitch! Runners advance one base.
42	Tough ground ball to first, the first baseman's toss to the pitcher is....not in time! Batter safe, others advance! INFIELD IN: Runner safe at home on a huge collision at the plate, batter safe at first, others advance!
43	FAVORED TEAM: Line drive to left field, the left fielder dives but can only trap the ball, it's a double, runners advance two bases! UNDERDOG: Lead runner picked off base! (No one on: Infield fly causes big confusion but shortstop finally takes it.) HEAVILY FAVORED TEAM: ▲▲▲ Long fly ball to left center, it carries, carries....and gets out of here! HOMERUN! HEAVY UNDERDOG: Batter strikes out, and the lead runner is picked off base! TEAMS EVENLY MATCHED: ▲▲▲ Ball is ripped into the right field stands, a laser shot HOMERUN!
44	SINGLE over the infield into center! The lead runner is thrown OUT going for two! Others advance behind him, batter takes second!
45	Line drive SINGLE to right! Runners advance one base!
46	Batter walks on four pitches!
51	▲▲▲ HOMERUN to deep right field!
52	▲▲▲ SINGLE over a leaping infielder into right field! The lead runner stumbles and everyone advances only 1 base!
53	Bloop SINGLE to center! Runners go one base unless there are two out, if which case they go two!
54	SINGLE to left field plus an ERROR, ball misplayed by the left fielder, batter to second, others advance two bases!
55	▲▲▲ SINGLE past a diving third baseman! Runners advance 2 bases!
56	Bouncing SINGLE between first and second! Runners advance two bases!
61	The team's poorest hitter comes through with a line drive SINGLE to center! Runners advance one base.
62	▲▲▲ The team's star power hitter comes through with a HOMERUN to left center field!
63	▲▲▲ The team's best hitter drives a TRIPLE to right field! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a blazing fast ball!</i>
64	▲▲▲ DOUBLE down the third base line, runners advance two bases! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a wicked curve!</i>
65	▲▲▲ Deep, difficult fly ball into the right field corner, the right fielder can't hang onto it, it'll go for a TRIPLE!
66	TRIPLE to left center field, if the batter represents the go-ahead run he goes for home! (2-8 SAFE 9-12 OUT)

Batter Up! K ▲▲▲ results mean that the inning ends with this highlight.

11	▲▲▲ Batter strikes out swinging on a terrible pitch!
12	Rocket grounder back to the mound! DOUBLE PLAY, lead base to 1st, others hold unless forced! INFIELD IN, force play at home: Double play, home to first, others advance. (Bases loaded: TRIPLE PLAY!) INFIELD IN, no force play at home: Runner caught in a rundown, consult Rundown Table!
13	Easy ground out to short! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner caught in a rundown, consult Rundown Table!
14	Ground out to second, second baseman makes a diving stop! Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Wild throw home! Everyone is safe!
15	Shallow fly out to left center! Runners must hold.
16	▲▲▲ Line drive out to the pitcher, lead runner is doubled off base!
21	Deep fly out to right center! Runners on 2nd and 3rd advance.
22	Sharp ground out to first, the first baseman makes a nice backhanded stab! DOUBLE PLAY, 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	Line drive fly out to right! Runners must hold.
24	Strikeout looking! The batter stands and argues the call, but his complaints go nowhere!
25	Fly out to center. The lead runner tags and goes, but he's caught in a rundown! He's tagged out, and the others advance one base behind him!
26	High chopper, the shortstop double clutches, can only get the force out at 2nd, batter safe at 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner slides under the tag and is SAFE at home, batter to first, others advance!
31	The lead runner evades a pickoff attempt and moves up one base on the pitcher's throwing error! Others hold.
32	Great diving stop by the first baseman, who flips to the pitcher covering! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter hit by the pitch! The batter and the pitcher exchange harsh words!
35	Third baseman makes a bad throw on a grounder, it's ruled an infield SINGLE! Runners advance one base.
36	▲▲▲ ERROR, bad throw by the pitcher, batter safe at first, others advance two bases!
41	Passed ball! Runners advance one base, the lead runner goes for two and is OUT on the throw!
42	Tough ground ball to third, the long throw can't be scooped up by the first baseman, batter safe, others advance! INFIELD IN: Runner safe at home on a wild throw, batter goes to second, others advance two bases!
43	FAVORED TEAM: Ground rule double down the right field line, runners advance two bases! UNDERDOG: Lead runner is caught stealing, a bad decision to go! (Bases empty: Batter swings at a two-strike pitch three feet out of the strike zone, how embarrassing!) HEAVILY FAVORED TEAM: ▲▲▲ HOMERUN off the foul pole in right! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: Fly ball into the right field corner, the right fielder catches it and slams into the wall in foul territory, runners on 2nd and 3rd tag and advance!
44	▲▲▲ SINGLE over the infield into left! Runner on 2nd scores, others advance one.
45	Line drive SINGLE past the pitcher into right center! Runners advance one base!
46	▲▲▲ HOMERUN to deep left field!
51	Batter walks, ball four just barely misses the plate!
52	SINGLE over a leaping shortstop into left! Runner on 1st is thrown OUT going to 3rd, others advance 2, batter to 2nd!
53	Ground ball takes a bad hop and gets past the shortstop for a SINGLE! Runners go one base unless there are two Outs, if which case they go two!
54	Line drive SINGLE to right! Runners advance one base.
55	▲▲▲ SINGLE past a diving first baseman! Runners advance 2 bases!
56	Bouncing SINGLE up the middle! Runners advance two bases!
61	DOUBLE drilled off the right field wall, runners advance 2 bases!
62	The team's best hitter clouts a DOUBLE over third, the bases are cleared!
63	▲▲▲ DOUBLE off the wall in left center field, runners advance two bases! <i>ACE on the mound: He strikes out the batter with a blazing fast ball!</i>
64	▲▲▲ DOUBLE down the third base line, the runner on 1st is thrown OUT at home, batter holds at second! <i>ACE on the mound: He strikes out the batter with a wicked curve!</i>
65	HOMERUN to center field!
66	DOUBLE to left center field, the runner on first is thrown OUT going home!

Batter Up! L ▲▲▲ results mean that the inning ends with this highlight.

11	Strikeout looking, the pitch just barely catches the inside of the plate!
12	Rocket grounder to short! DOUBLE PLAY, 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to second! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to short, shortstop makes a diving stop! Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
15	▲▲▲ Shallow fly ball to center field, the center fielder makes a nice sliding catch! Runners must hold.
16	Batter strikes out looking, he absolutely can't believe it, he argues the call and is tossed out of the game!
21	Deep fly ball to center field, the center fielder chases it down at the track! Runners on 2nd and 3rd advance.
22	Sharp ground out to second! DOUBLE PLAY, 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, the catcher's throw to first is wild, batter to 2nd, others advance 2 bases! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	Line drive fly out to left! Runners must hold.
24	▲▲▲ Strikeout swinging on a 3-2 pitch!
25	Fly out to center. The lead runner tags and goes, and the throw is too late, he's safe, others advance behind him!
26	High chopper to 1st, the first baseman makes a nice backhanded stab! Force out at 2nd, safe at 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance. The manager is furious at the out call and comes out to argue! (REVERSED: 12 EJECTED: 13)
31	Pop fly out to short, taken in shallow left. Runners must hold.
32	Great diving stop by the shortstop on a hot grounder! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Line drive to center field, the center fielder dives and catches it, then loses it! It's ruled an out, everyone must hold, the manager comes out to argue that the ball was trapped and the batter should be on first with everyone else advancing one base! (REVERSED: 0 EJECTED: 1)
35	▲▲▲ Ground ball to short, shortstop charges in but can't make the play, it's an infield SINGLE! Runners advance 1.
36	ERROR, bad throw by the shortstop, batter to second, others advance two bases!
41	Wild pitch! Runners advance one base.
42	Tough ground ball to short, the shortstop charges in, bare-hands it, throws to first, and gets his man out by a half step! Others advance. INFIELD IN: Wild throw to home plate, runner safe, batter safe at first, others advance one!
43	FAVORED TEAM: Fly ball to left field, the left fielder dives and makes the catch but it pops out of his glove when he hits the ground, it'll be a double, runners advance two bases! UNDERDOG: Lead runner picked off base! (Bases empty: Broken bat line drive back to the pitcher, batter out!) HEAVILY FAVORED TEAM: ▲▲▲ Deep fly to left, bending foul, and it is....FAIR! A HOMERUN! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: Ball is tapped along the first base line, the pitcher takes it and tags the batter out, others advance.
44	SINGLE over the infield into right! Runners advance two bases!
45	Line drive SINGLE to left center! Runners advance one base!
46	▲▲▲ HOMERUN to deep right field!
51	Batter just barely checks his swing on the 3-2 pitch and walks!
52	▲▲▲ SINGLE over a leaping infielder into center! Runner on second scores, others advance one!
53	Slow rolling SINGLE to left! Runners go two bases!
54	Right fielder misplays a fly ball but makes the catch, runners must hold.
55	SINGLE past a diving shortstop! Runner on 2nd scores, others advance one!
56	▲▲▲ Bouncing SINGLE past the shortstop! Runners advance one base!
61	Line drive SINGLE past the pitcher! Runners advance one base.
62	▲▲▲ The team's star power hitter comes through with a HOMERUN to center field!
63	▲▲▲ DOUBLE into the left field corner, runner on 1st is thrown OUT at home, batter to third! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ DOUBLE down the first base line, the bases are cleared! ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	HOMERUN to the right field corner!
66	DOUBLE into the left field corner!

Batter Up! M ▲▲▲ results mean that the inning ends with this highlight.

11	Batter swings at three straight pitches and misses them all, strikeout!
12	Rocket grounder to third base! DOUBLE PLAY, 2nd to 1st, others hold unless forced! (If the runner on 2nd is forced to go to 3rd, he's out, the second out is at 1st, others advance!) INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Ground out to 1st takes a bad hop but is fielded nicely by the 1st baseman! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to second. Out at 1st, others advance. INFIELD IN: Grounder gets through for a single, runners advance two bases!
15	Shallow fly out to right center field. Runners must hold.
16	Foul out to the catcher.
21	Deep fly out to the center field track! Runners on 2nd and 3rd advance.
22	Sharp ground out to short! DOUBLE PLAY, 2nd to 1st, others advance! (If the runner on 2nd is NOT forced to 3rd, he is tagged out there, batter safe at 1st.) INFIELD IN, force play at home: Runner out at home, batter safe at first when the throw hits him! Others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	▲▲▲ Line drive fly out to left! Runners must hold.
24	Strikeout looking, oh, the batter hates himself for taking that one!
25	Fly out to right, runners on 2nd and 3rd tag and advance.
26	High chopper ground out to the mound! Force out at 2nd, safe at 1st, others advance! (If there's a runner on 2nd, he's out going to 3rd, batter safe at first.) INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Pitcher's throw home is wide, everyone's safe!
31	Pop fly out to third. Runners must hold.
32	Great diving stop by the shortstop! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter is hit by the pitch! Both benches come out onto the field and a brawl is narrowly averted!
35	Infield SINGLE to first! Runners advance one base.
36	▲▲▲ Infield SINGLE plus an ERROR on second baseman, bad throw, batter to second, others advance two bases!
41	Wild pitch! Runners advance one base.
42	Tough ground ball to second, the second baseman has to charge in and bare-hand it, and he throws to first in time! Batter out by half a step, others advance! INFIELD IN: Runner safe at home, batter safe at first, others advance!
43	FAVORED TEAM: Infield single goes off the shortstop's glove into shallow left, batter safe at first and others advance two bases! UNDERDOG: Tapper in front of the plate, catcher has it, tags the batter out, other runners hold unless forced on. HEAVILY FAVORED TEAM: Line drive triple to deep left field, the outfielder lost it entirely! HEAVY UNDERDOG: Batter strikes out, and the lead runner is caught stealing! TEAMS EVENLY MATCHED: Line drive to first, the first baseman makes a leaping catch! Batter out!
44	▲▲▲ SINGLE into left center! Lead runner is thrown OUT going for two! Others advance behind him, batter takes 2nd!
45	Line drive SINGLE past the pitcher! Runners advance one base!
46	▲▲▲ HOMERUN to deep center field!
51	Batter walks on a 3-2 count!
52	▲▲▲ SINGLE over a leaping infielder into center field! Runners advance two bases!
53	Ground ball takes a bad hop and gets by the second baseman for a SINGLE! Runners go one base unless there are two out, if which case they go two!
54	Bloop SINGLE drops near the left field line, runners advance one base!
55	▲▲▲ SINGLE past a diving third baseman! Runners advance 2 bases!
56	The team's best hitter knocks a bouncing SINGLE past the mound! Runners advance two bases!
61	Line drive SINGLE to left! Runners advance one base.
62	The team's best hitter knocks a HOMERUN to the right field corner!
63	▲▲▲ HOMERUN to right center field! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ DOUBLE to left center field, the batter is thrown OUT trying for third, everyone else scores! ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	DOUBLE over third, runners advance two bases!
66	HOMERUN to right center field!

Batter Up! N ▲▲▲ results mean that the inning ends with this highlight.

11	Strikeout looking, the batter takes one at the knees!
12	Rocket grounder to short! DOUBLE PLAY, 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to second! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to third. Out at 1st, others advance. INFIELD IN: Grounder gets through for a single, runners advance two bases!
15	Shallow fly ball to left field, the left fielder makes a nice sliding catch! Runners must hold.
16	▲▲▲ Foul out to the left fielder, runners hold.
21	Deep fly out to the right field track! Runners on 2nd and 3rd advance.
22	Sharp ground ball to 3rd, the 3rd baseman DIVES and gets it! DOUBLE PLAY, 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner SAFE at home, batter OUT at first, others advance!
23	Line drive to right field, the right fielder makes a diving catch! The lead runner started to advance and he's going to be caught in a rundown! Consult the Rundown table.
24	Strikeout swinging on a blazing fast ball!
25	Fly out to left, runners on 2nd and 3rd tag and go, the throw to get the lead runner is....off target! Runners advance Behind him.
26	High chopper ground out to short! Force out at 2nd, safe at 1st, others advance! (If there's a runner on 2nd, he's out going to 3rd, batter safe at first.) INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	Batter chases a bad 3-2 pitch and goes down swinging!
32	Great diving stop by the third baseman! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter is almost hit by the pitch and has to bail out of the box! Roll again!
35	▲▲▲ Infield SINGLE to second, the batter beats the throw by a step! Runners advance one base.
36	▲▲▲ ERROR, shortstop boots a grounder, batter safe at first, others advance one base!
41	Wild pitch! Runners advance one base. The lead runner goes for two, and he is SAFE on the throw!
42	Tough ground ball along the first base line, and the throw to the bag is late by a step, batter safe, others advance! INFIELD IN: Runner safe at home, batter safe at first, others advance!
43	FAVORED TEAM: Single to right field, lazily played by the right fielder and the batter hustles to second, others advance two bases! UNDERDOG: Soft line drive to the shortstop in the outfield grass, batter out. HEAVILY FAVORED TEAM: Triple down the right field line, it's shown to be foul on the replay but the call stands! HEAVY UNDERDOG: Batter strikes out, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: Second baseman can't make an over-the-shoulder play on a bloop to right, it's in and out of his glove! With less than 2 outs, runners advance one base, with 2 outs, they go two!
44	SINGLE over the infield into right center! Runners advance two bases!
45	Line drive SINGLE to center field! Runners advance one base!
46	▲▲▲ HOMERUN to left field!
51	Batter walks!
52	▲▲▲ SINGLE over a leaping infielder into left field! Runner on second scores, others advance one!
53	Broken bat SINGLE to right field! Runners go one base unless there are two out, if which case they go two!
54	SINGLE to center field plus an ERROR on the center fielder, batter to second, others advance one base unless Forced!
55	SINGLE past a diving second baseman! Runners advance 2 bases!
56	Bouncing SINGLE between third and short! Runner on 2nd scores, runner on 1st is thrown OUT going to third!
61	Line drive SINGLE to left center! Runners advance one base.
62	▲▲▲ DOUBLE into the left field corner, the bases are cleared!
63	▲▲▲ DOUBLE to right center field, the bases are cleared, batter goes to third on the throw home! <i>ACE on the mound: He strikes out the batter with a blazing fast ball!</i>
64	▲▲▲ HOMERUN to right field! <i>ACE on the mound: He strikes out the batter with a wicked curve!</i>
65	DOUBLE drilled off the wall in right center field, runners advance two bases!
66	▲▲▲ DOUBLE down the third base line, the bases are cleared!

Batter Up! O ▲▲▲ results mean that the inning ends with this highlight.

11	A huge battle between the batter and the pitcher results in pitch after pitch on 3-2 being fouled off until the batter finally misses one and strikes out swinging!
12	Rocket grounder to second! Second baseman DIVES and gets it! DOUBLE PLAY, 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to short! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner SAFE at home, batter out at first, others advance!
14	Ground out to first. Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home on a huge collision, batter safe at first, others advance!
15	Shallow fly ball to center field, the center fielder has a long run but he makes the catch! Runners must hold.
16	Line drive out to the shortstop, and the lead runner is doubled off!
21	Deep fly ball to right, the right fielder covers a lot of ground and makes the play! Runners on 2nd and 3rd advance.
22	Sharp ground out to short! DOUBLE PLAY, 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	Line drive to center field, the center fielder makes a diving catch! Runners must hold.
24	Strikeout swinging, the batter took a huge cut!
25	▲▲▲ Fly out to left. Runners on 2nd and 3rd tag and go, the throw to get the lead runner....gets him! He's out! Others advance behind him.
26	Sharp grounder to 3rd, he can't get a grip on it, only gets the force out at 2nd, batter safe at 1st, others advance! INFIELD IN, force play at home: Wide throw, runner safe, batter safe at first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	Pop fly out to short. Runners must hold.
32	Great diving stop by the second baseman! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter hit on the hands by the pitch, ouch!
35	Infield SINGLE to the mound! Runners advance one base.
36	▲▲▲ ERROR, third baseman muffs a grounder, batter safe at first, others advance one base!
41	Ball is ripped down the third base line....just foul by inches! Extra bases would have been guaranteed! Roll again!
42	▲▲▲ Tough ground ball deep in the hole at short, and the shortstop will have no play! Batter safe, others advance!
43	FAVORED TEAM: Long fly ball to center field, the center fielder chases it down and has it, but upon hitting the wall the ball pops out of his mitt, it'll be a double, everyone scores! UNDERDOG: Weak check swing pop fly out to the first baseman in foul territory. HEAVILY FAVORED TEAM: ▲▲▲ Long fly ball to right, it's....off the foul pole! HOMERUN! The opposing manager storms out onto the field to argue that it was foul! (REVERSED: 2 EJECTED: 3) HEAVY UNDERDOG: The pitcher strikes out the batter and all subsequent batters on the minimum number of pitches! TEAMS EVENLY MATCHED: Rocket grounder off the pitcher's glove, that's an infield single, runners advance!
44	▲▲▲ SINGLE over the infield into center! The throw to get the lead runner going for two is very wide, others advance behind him!
45	Line drive SINGLE to center! Runners advance one base!
46	▲▲▲ High fly ball to right center field, carrying, carrying....and it's GONE! HOMERUN!
51	Batter walks on four pitches!
52	High chopper over the mound and past a diving second baseman for a SINGLE, runners advance two bases!
53	SINGLE to center! Runners go one base unless there are two out, if which case they go two!
54	SINGLE to right field plus an ERROR on the right fielder, batter to third, runners advance two bases!
55	▲▲▲ SINGLE past a diving first baseman! Runners advance 2 bases!
56	Bouncing SINGLE through the infield into right! Runners advance two bases!
61	Line drive SINGLE to right center! Runners advance two bases.
62	Ground rule DOUBLE into the left field corner, runners advance two bases!
63	▲▲▲ HOMERUN into the right field corner! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ SINGLE to the left field corner, the batter hustles for two, the throw is....too late! Others advance two bases. ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	The team's star power hitter comes through with a HOMERUN to left field!
66	Ball drilled deep to right center, the outfielder leaps but can't get it, it'll go for a TRIPLE!

Batter Up! P ▲▲▲ results mean that the inning ends with this highlight.

11	Strikeout looking, batter takes a great 3-2 pitch!
12	Rocket grounder to first! DOUBLE PLAY, 2nd to 1st, others hold unless forced! INFIELD IN, force play at home: Wide throw, runner safe at home, batter out at first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to third! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to short. Out at 1st, others advance. INFIELD IN: Grounder gets through for a single, runners advance one base!
15	Shallow fly ball to right field, the right fielder has a long run but he makes the catch! Runners must hold.
16	▲▲▲ Line drive out to the second baseman.
21	Deep fly ball to left center, the left fielder chases it down on the track, great catch! Runners on 2nd and 3rd advance.
22	Sharp ground out to second! DOUBLE PLAY, 2nd to 1st, others advance! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	Line drive fly out to center! Runners must hold.
24	Strikeout swinging on a check swing, the batter loses when the catcher appeals to the third baseman!
25	Fly out to right center, runners on 2nd and 3rd tag and advance.
26	High chopper ground out to second! Force out at 2nd, safe at 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	Pitcher drives the hitter off the plate with a brushback pitch, then gets him looking for the strikeout! Brilliant!
32	Great diving stop by the first baseman, who flips to the pitcher covering! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Ball thrown inside....called a strike! Oh, the hitting team's manager is upset over that call! Roll again.
35	▲▲▲ Infield SINGLE to short, the batter beats the throw by a step! Runners advance one base.
36	ERROR, first baseman makes a bad throw, batter to second, others advance one base unless forced!
41	Wild pitch! Runners advance one base.
42	Tough ground ball to second, the second baseman's throw is....just barely late! Batter safe, others advance! INFIELD IN: Runner safe at home, batter safe at first, others advance!
43	FAVORED TEAM: Fly ball to center field, the center fielder seems to make a diving catch but it's ruled a trap, that'll be a double, runners advance two bases! The manager comes out to argue the call! (REVERSED: 3 EJECTED: 4) UNDERDOG: Strike to the batter, and then the lead runner is picked off base! (Bases empty: batter called out on a check swing, he is furious and is ejected!) HEAVILY FAVORED TEAM: ▲▲▲ Ball driven into the gap in left center for a triple, runner will try for home! (2-9 SAFE 10-12 OUT) HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: Long drive deep to center, back, back....and the center fielder leaps and steals a homerun!! The runners must hold!
44	SINGLE over the infield into center! Runners advance two bases!
45	Line drive SINGLE to right! Runners advance one base!
46	▲▲▲ Long fly ball to left center field, it's going, going....it's GONE! HOMERUN!
51	Batter walks on a 3-2 count!
52	▲▲▲ SINGLE over a leaping infielder into right field! Lead runner is thrown OUT going for two bases, others advance behind him, batter holds at first!
53	SINGLE to center! Runners go one base unless there are two out, if which case they go two!
54	Left fielder misplay a fly ball but makes the catch, runners hold!
55	SINGLE past a diving third baseman! Runners advance 2 bases!
56	Bouncing SINGLE between first and second! Runners advance two bases!
61	Line drive SINGLE to center! Runners advance one base.
62	▲▲▲ HOMERUN to the left field corner!
63	▲▲▲ TRIPLE to the left field corner! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ The team's best hitter knocks a DOUBLE to center field! The bases are cleared! ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	DOUBLE over first, the bases are cleared!
66	▲▲▲ DOUBLE to left center field, the bases are cleared!

Batter Up! Q ▲▲▲ results mean that the inning ends with this highlight.

11	The team's best hitter strikes out on a bad swing!
12	Rocket grounder back to the mound, the pitcher makes a great backhanded stab! DOUBLE PLAY, lead base to 1st, others hold unless forced! INFIELD IN, force play at home: Double play, home to first, others advance! INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
13	Easy ground out to short! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to second. Out at 1st, others advance. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner caught in a rundown, consult Rundown Table!
15	▲▲▲ Shallow fly out to left center! Runners must hold.
16	Foul out to the first baseman.
21	Deep fly out to right center! Runners on 2nd and 3rd advance.
22	Sharp ground out to first! DOUBLE PLAY, 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	Line drive fly out to right! Runners must hold.
24	Strikeout looking, the batter starts toward first, thinking he had himself a walk, but it's not to be!
25	Fly out to center. Runners on 2nd and 3rd tag and go, the throw to get the lead runner is....late! He's safe, others advance behind him!
26	High chopper ground out to short! Force out at 2nd, safe at 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	Pop fly out to second. Runners must hold.
32	Great diving stop by the first baseman, who flips to the pitcher covering! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Batter hit in the head by the pitch!
35	Infield SINGLE along the third base line! Runners advance one base.
36	▲▲▲ ERROR, pitcher makes a bad throw, batter goes to second, others advance two bases!
41	▲▲▲ Wild pitch! Runners advance one base.
42	Tough ground ball to short, and the batter outruns it, safe at first with a single, others advance! INFIELD IN: Runner out at home, batter safe at first, others advance!
43	FAVORED TEAM: A routine single rolls into the gap in left center and becomes a double! Other runners advance two bases! UNDERDOG: Line drive out to short, the shortstop tries to double up the lead runner but his throw is wild! That runner and all others advance one base! (Bases empty: line out to short) HEAVILY FAVORED TEAM: ▲▲▲ Batter leaps on the first pitch and delivers a moon shot HOMERUN to left! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: The catcher drops a foul ball! Error!
44	▲▲▲ SINGLE over the infield into left! Runner on 2nd scores, runner on 1st is thrown out going to 3rd!
45	Line drive SINGLE past the pitcher into right center! Runners advance one base!
46	▲▲▲ High fly ball to the left field corner, it's got a chance, and it is....GONE! HOMERUN!
51	Batter walks on a 3-2 count!
52	SINGLE over the shortstop into left, the ball skims his outstretched glove and he can't hold it! Runners go two bases!
53	SINGLE drops a step in front of the charging left fielder! Runners go one base unless there are two out, if which case they go two!
54	Slow grounder in the gap between short and third, the shortstop has no play, it's an infield SINGLE, runners advance!
55	▲▲▲ SINGLE past a diving first baseman! Runners advance 2 bases!
56	Bouncing SINGLE up the middle! Runners advance two bases!
61	Line drive SINGLE to right! Runners advance one base.
62	Ball drilled into the gap in center, the center fielder lunges and gets a glove on it but it gets past him for a DOUBLE, runners advance two bases!!
63	▲▲▲ The team's best hitter clouts a DOUBLE over first, the bases are cleared! ▲▲▲ ACE on the mound: He strikes out the batter with a blazing fast ball!
64	▲▲▲ TRIPLE into the left field corner! ▲▲▲ ACE on the mound: He strikes out the batter with a wicked curve!
65	HOMERUN to right field!
66	▲▲▲ HOMERUN to left field!

Batter Up! R ▲▲▲ results mean that the inning ends with this highlight.

11	Strikeout looking, oh, what a bad call by the umpire!
12	Rocket grounder to short! Shortstop dives for it and has it! DOUBLE PLAY , 2nd to 1st, others hold unless forced on! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner slides under the tag, he's SAFE , batter safe at first, others advance!
13	Easy ground out to second! All runners not forced forward must hold. INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
14	Ground out to short. Out at 1st, others advance. INFIELD IN: Grounder gets through for a single, runners advance one base!
15	Shallow fly ball to center field, the center fielder has a long run but he makes the catch! Runners must hold.
16	Foul out to left field, runner on 3rd tags and scores, others hold.
21	Deep fly out to center, at the track! Runners on 2nd and 3rd advance.
22	Sharp ground out to second, the second baseman fields it on a crazy hop! DOUBLE PLAY , 2nd to 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
23	Line drive to left field, the left fielder makes a diving catch! Runners must hold.
24	Strikeout swinging, the catcher drops the ball, and the batter beats out the throw to first! Other runners advance!
25	Fly out to center, runner on 3rd tags and advances, others hold.
26	High chopper ground out to first! Force out at 2nd, safe at 1st, others advance! INFIELD IN, force play at home: Runner out at home, batter safe at first, others advance. INFIELD IN, no force play at home: Runner tagged out at home, batter safe at first, others advance.
31	Pop fly out to short, taken in shallow left. Runners must hold.
32	▲▲▲ Great diving stop on a grounder to short! Batter out at first, others advance!
33	RARE PLAY! Consult Rare Play table.
34	Great leaping catch on a line drive to second! Batter out!
35	▲▲▲ Infield SINGLE to short! Runners advance one base.
36	Shortstop muffs a grounder but gets the runner at first, others advance one base!
41	Catcher makes a great play to block a potentially wild pitch! Roll again.
42	Tough ground ball to second, the second baseman makes a diving stop but has no play, it's a single, others advance!
43	FAVORED TEAM: Fly ball to right hits the foul line, DOUBLE , runners advance 2 bases! UNDERDOG: Strike, and then the lead runner is picked off by the catcher! (Bases empty: Batter can't check his swing on a two-strike pitch, almost gets away with it, but is called out on appeal!) HEAVILY FAVORED TEAM: ▲▲▲ Batter leaps on the first pitch and delivers a moon shot HOMERUN to right! HEAVY UNDERDOG: Batter strikes out, killing a possible rally, and the inning then ends with no further damage! TEAMS EVENLY MATCHED: Line drive ripped to third, the third baseman makes a leaping catch!
44	SINGLE over the infield into right! Lead runner goes for two bases, others take one.
45	Line drive SINGLE to left center! Runners advance one base!
46	▲▲▲ High fly ball to the left field corner, it's got a chance, and it is.... GONE! HOMERUN!
51	Batter walks on a 3-2 count!
52	▲▲▲ SINGLE over a leaping infielder into center! Runners try for two bases!
53	SINGLE to left! Runners go one base unless there are two out, if which case they go two!
54	▲▲▲ Center fielder almost drops a routine fly ball but makes the catch, runners hold.
55	SINGLE past a diving shortstop! Runners advance 2 bases!
56	Bouncing SINGLE through past the shortstop! Runners advance one base!
61	Line drive SINGLE past the pitcher! Runners advance one base.
62	▲▲▲ DOUBLE to center field, the bases are cleared, batter goes to third on a late throw home!
63	▲▲▲ The team's best hitter knocks a HOMERUN to right field! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a blazing fast ball!</i>
64	▲▲▲ The team's star power hitter comes through with a HOMERUN to right center field! ▲▲▲ <i>ACE on the mound: He strikes out the batter with a wicked curve!</i>
65	DOUBLE to left center field, the outfielder turns the wrong way and it's over his head, the bases are cleared!
66	DOUBLE into the left field corner, runners advance two bases!

STEAL ATTEMPTS

2	ERROR on the throw, batter moves up one more base, others take one!
3	Runner is OUT, he overslides the bag!
4	Runner is OUT! What a phenomenal throw by the catcher!
5	SAFE, an incredibly close play! The manager storms out to argue! (REVERSED: 5 EJECTED: 6)
6	SAFE, no chance to get him, his jump was too great!
7	SAFE, runner just barely beats the tag!
8	SAFE easily! Runner almost out oversliding the bag but he gets back to it in time!
9	OUT! (Tie game: Batter strikes out too, that's a double play!)
10	SAFE! The throw is a one-hopper!
11	OUT! An incredibly close play!
12	Runner picked off base! (Tie game: He's caught in a rundown!)

SACRIFICE BUNTS

2	Double play, 3rd baseman charges and the ball goes from 2nd to 1st! If no force situation exists, the ball is popped up to 3rd, batter out, runners hold!
3	ERROR, infielder muffs the grounder, all are safe!
4	Poor bunt to 3rd, force out at lead base, batter safe at 1st! If no force play, batter is out, runners must hold!
5	Good bunt to third, batter out, runners advance.
6	Good bunt to first, he throws to the pitcher covering, batter out, runners advance.
7	Good bunt back to the mound, batter out, runners advance.
8	Bunted to the first baseman, he makes the tag himself, others advance.
9	Good bunt to 3rd, batter out, runners advance.
10	Double play, the pitcher throws to second, then on to first, others advance!
11	Batter safe with an infield SINGLE, runners advance one base!
12	ERROR on the throw to first, batter goes to second, others advance two!

SQUEEZE PLAY

2	Batter doesn't get the bunt down, runner out stealing home!
3	Batter goes down two strikes and the bunt is taken off! Roll again and refer to the Batter Up table.
4	3rd baseman throws the man on 3rd out at home, batter safe at 1st, others advance!
5	3rd baseman throws home on the bunt, runner is SAFE! Batter safe at first, others advance!
6	Perfect bunt, runner on 3rd scores, batter safe at first, others advance!
7	Good bunt, runner on 3rd scores, batter thrown out at first, others advance!
8	Perfect bunt, runner on 3rd scores, batter safe at first, others advance!
9	Good bunt but the runner on 3rd is out at home! Batter safe at first, others advance!
10	Popped up to third, batter out, runner on 3rd doubled off!
11	Batter doesn't get the bunt down, runner out stealing home!
12	Popped up to the pitcher, batter out, runner doubled off 3rd!

RUNDOWNS

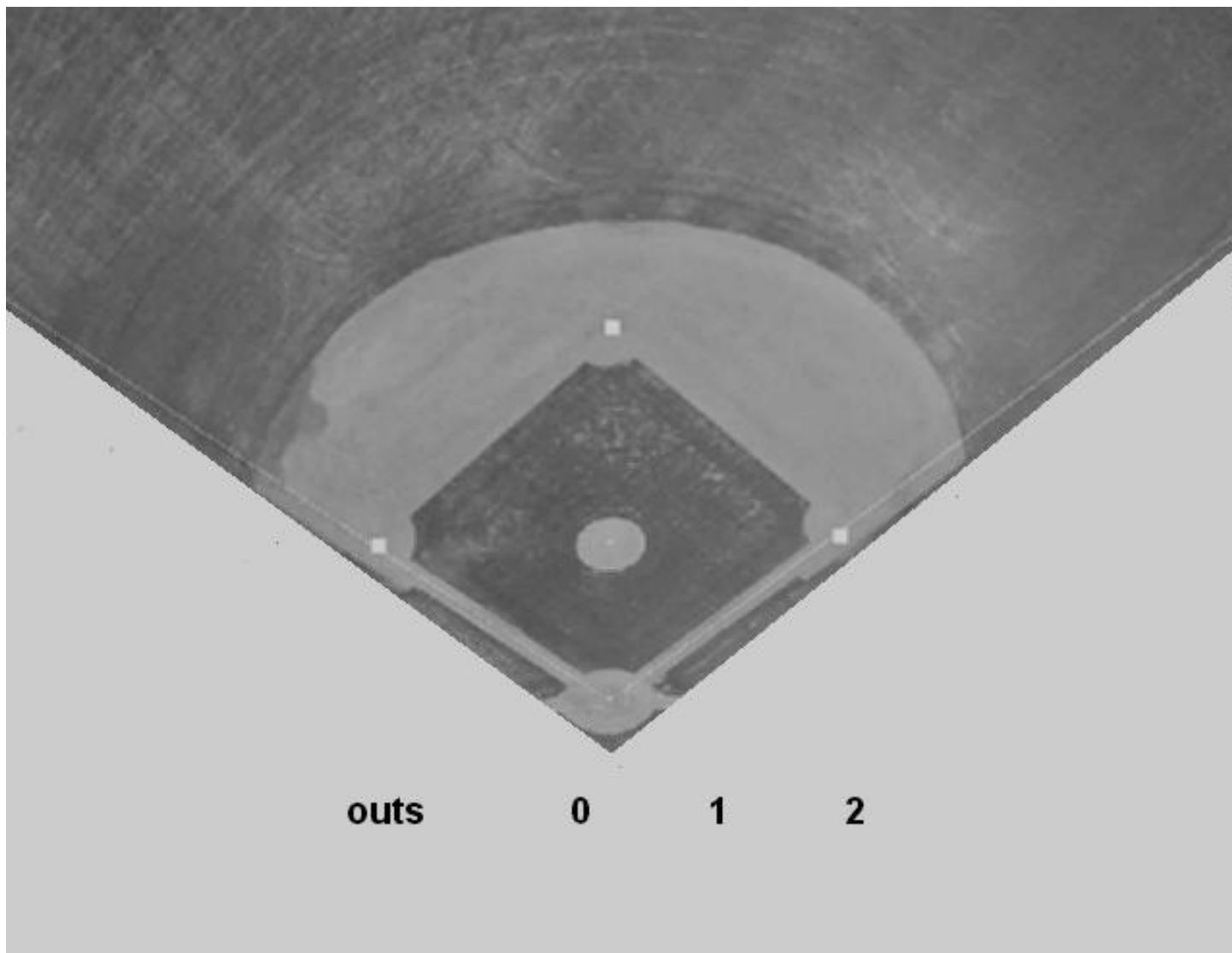
2	Runner is tagged OUT, lead runner is thrown out trying to advance as well! Others advance one!
3	Runner is tagged OUT, others must hold, and the runner behind him, if there is one, is tagged out as well!
4	The runner is SAFE going to the next base! Others hold unless forced on.
5 - 9	Runner is tagged OUT, others must hold.
10	Runner is tagged OUT, lead runner is safe trying to advance! Others advance one base!
11	The runner is SAFE retreating to the base! Others hold.
12	Bad throw, an error! Runner safe advancing, everyone else holds unless forced!

RARE PLAYS!

Results in bold print are for the **FAVORED TEAM**. Results in normal print are for the **UNDERDOG**.
If the teams are evenly matched, results in bold print are for the home team, the others for the visitors.
▲▲▲ results mean that the inning ends with this highlight.

11	▲▲▲ TRIPLE to left field, the throw to third to try to get the runner is wild and he trots home easily! ▲▲▲ SINGLE to left field, the lead runner is thrown out going for two, and the batter is thrown out trying for second, double play!
12	Batter is hit in the head by a pitch and rushes the mound! Oh, a melee ensues, punches are thrown everywhere! The batter, pitcher, and three other players are ejected from the game! Batter is hit in the head by a pitch and rushes the mound! He is restrained and the pitcher is thrown out of the game!
13	Batter rips a shot past a diving first baseman, it's going into the corner for extra bases, at least a triple and maybe more....oh, a fan scoops the ball up, it's just a ground rule double, runners advance only 2 bases! Batter rips a line drive back to the mound, the pitcher reacts on pure instinct, holding up his glove, and he makes the catch! The batter is out!
14	▲▲▲ Fly ball to center field, it's dropped! It's a three base error! ▲▲▲ Long fly ball to deep center field, over outfielder's head for extra bases! The bases are cleared, but the runner is caught in a rundown between second and third and tagged out.
15	Batter strikes out—if a runner is on 1st or 2nd and the next base is open, the runner breaks for the next base, the throw is wild, the runner is safe and he's charging for another base, here's the throw....(2-8 SAFE, 9-12 OUT). Long fly ball into the right field corner, that's going to clear the bases! The throw to 3rd is not in time, batter safe—but he overslides the bag and is tagged out! The underdog's manager comes out to argue the call! (REVERSED: 6 EJECTED: 7)
16	SINGLE to right field, runners advance one base....but batter turns first, and he's going for two! He is SAFE on a roll of 3,4,5,6,8,9,10,11 and 12, OUT on a roll of 2 and 7, all runners advance two bases. Ball lined to right field, and the runner is GUNNED DOWN at first by the right fielder! What a play! Runners advance one base.
21	Short fly to center, the fielder dives for it, but can't come up with it! It's a SINGLE, all runners advance one base unless there are 2 outs, in which case they go two! Ground ball to second....oh, it's a poor throw to first, batter heads for second base, but he's thrown out! Runners advance two bases. (INFIELD IN: Bad throw is to home plate.)
22	▲▲▲ Ball knocked to the right field corner, it hits the foul line, that's a double, everyone scores! ▲▲▲ Ball DRILLED, it hits the center field wall on the fly, fielded cleanly and the batter must hold with a SINGLE, all runners advance two bases!
23	Batter loops a dying quail behind first, the first baseman leaps but can't get it, it's a SINGLE, all runners advance two bases! Batter taps a dead ball toward third, the third baseman watches it roll, watches it roll....it looks like it might be a fair ball....it rolls foul just before it hits third base, he got lucky on that one!
24	Shortstop makes a miracle diving catch on a line drive! Batter fails to run out a slow roller along the third base line, thinking it's foul, he's thrown out at first, others advance! (INFIELD IN: Runner on 3rd doesn't run it out, he's out at home, batter safe at first on a fielder's choice.)
25	Batter drops a beautiful bunt along the third base line, safe at 1st, no throw, others advance! MEN ON FIRST AND SECOND AND NO ONE OUT or BASES LOADED and NO ONE OUT: TRIPLE PLAY! Ground ball is turned beautifully! OTHERWISE: Batter hit by pitch....but the umpire rules that ball was in the strike zone and he's out instead!
26	Ground ball to short goes right under the shortstop's legs! ERROR, runners advance one base! Pop fly ball to shallow right, the right fielder and second baseman collide but the second baseman catches it! Runners hold!
31	Catcher drops a third strike, throws to first, not in time, batter safe on error, others advance one base! Catcher drops a third strike, throws to first, gets the batter in time, others advance one base!
32	▲▲▲ Fly ball, outfielder chases it down—oh, he drops it! Batter to second on the error, everyone scores!! ▲▲▲ Fly ball to left, left fielder dives and makes an incredible catch near foul territory! Runners must hold!
33	Long fly ball to center field, center fielder going back, back, he jumps—he gets the ball on the mitt but the collision with the wall pops it out and over for a HOMERUN! Ball ripped to the first baseman, who dives and makes the stop! He flips the ball with his mitt to the pitcher covering, and they get the runner out by a half step! (INFIELD IN: First baseman throws home and somehow gets the runner out! Batter safe at first, others advance.)
34	DOUBLE to right field, the ball is misplayed and the batter goes to third on the error! Line drive to right field, DOUBLE, right fielder throws to third to try to nab the runner trying to stretch it into a triple—he throws wide! The ball rolls toward the dugout, the third baseman fires home—and nails the runner in a tremendous collision at home! He's ruled out, everyone else scores! Oh, that's a questionable call, and the underdog's manager comes out to argue it! (REVERSED: 8 EJECTED: 9)
35	SINGLE to left field, the batter digs for second and is safe on a bad call! Others advance two bases! The manager comes out to argue the terrible decision! (REVERSED: 0 EJECTED: 1) Dribbler tapped along the first base line, pitcher dashes over, slides for it, comes up with it and flails out with his mitt, tagging the runner out! Runners advance.
36	Pop fly into shallow territory, the shortstop and the left fielder converge—it drops between them for a single! Oh, bad communication, and the runners advance two bases! Ball knocked back up the middle for a hit....oh no, it hits second base and rebounds into the shortstop's glove! He throws the runner out at 1st! Others advance.
41	Fly ball, fairly deep—the center fielder and right fielder collide! The batter goes all the way to third with a triple! Fly ball into the right field corner, the right fielder chases it down and leaps to make the catch, snatching it away from the fans! Runners on 2nd and 3rd tag and advance!

42	Ball popped into shallow right, the right fielder and the second baseman converge....it drops between them, there was an error in communication and neither one reaches out for the ball! Batter to first base, others advance one—unless there are two out, in which case batter goes to second and everyone scores! Sharp ground ball, an amazing diving stop by the shortstop! Runner on 1st is out at 2nd, batter out at 1st for a double play, others advance! (INFIELD IN: Shortstop throws home and gets the runner out, batter safe at first, others advance!)
43	Ball ripped to third base, he spears it, but loses the handle when he tries to throw! No play, batter safe at first, others advance one base! High chopper to the right side of the mound, the pitcher dashes off, spears it, fires to first, gets the batter out, others advance! What a play! (INFIELD IN: The throw goes home and the runner is out! Batter safe at first, others advance.)
44	Ground ball up the middle, the second baseman backhands it and has to fling it to the shortstop so he can make the play to first....but the throw is a split second too late, batter safe at 1st, others advance one! (INFIELD IN: Second baseman throws home, the catcher drop the ball, everyone's safe, others advance!) Fly ball to the gap in right, the center fielder dives—and he catches it! What a play!! Runners on 1st, 2nd and 3rd advance!
45	Ground ball goes right under the second baseman's legs! ERROR, runners advance one base! Shallow fly ball, left fielder coming in hard, dives....he caught it! The lead runner will be doubled off, thinking the ball dropped in! Double play!
46	Fly ball ripped to center, the center fielder leaps....the ball goes into his mitt but is jarred loose by contact with the wall, that's going to be a double, everyone scores! Oh, he was so close to making that catch! Deep fly ball to left field, outfielder goes back to the wall, leaps—and steals a homerun!! Batter out, runners on 1st, 2nd and 3rd advance!
51	▲ ▲ ▲ High fly ball to the opposite field, it's drifting toward the corner....and it is...into the first row in the very corner! A short homerun, so close to just being a routine fly ball! ▲ ▲ ▲ Pop foul ball, third baseman follows it, nears the dugout, and he catches the ball as he tumbles down the steps! Amazing!
52	The pitch is outside for a ball....everyone on base STEALS successfully! Pop foul ball, first baseman follows it, nears the stands, and he catches the ball as he falls into them! Amazing!
53	RUNNER ON 2nd BASE, or 1st AND 2nd: The runner on second steals third and he is SAFE!! Oh, a close call! OTHERWISE: Whoa, the pitcher uncorks a crazy wild pitch four feet over the batter's head, runners advance 2 bases! High pop foul just behind first, the first baseman and the catcher converge....they collide but the catcher comes up with it, batter out!
54	Ground ball to the second baseman, he loses the handle, tries to make a desperate throw, the first baseman has to make a great stab to come up with it, batter safe on the error! Others advance one base. (INFIELD IN: The throw is to home plate and it sails over the catcher's head, runner safe at home, batter safe at first, others advance!) RUNNER ON 3RD BASE, 0 or 1 OUT: Fly out to center field, runner tags and scores. But the catcher throws to 3rd to claim the runner didn't tag—and it's upheld! He's ruled out, that's a double play! NO RUNNER ON 3RD or 2 OUT: Batter hit in the head by the pitch! He walks toward the mound but is shepherded away.
55	Batter knocks a single to left....he gets caught in a long rundown going for two! But he eludes it and he's safe at second! Other runners advance one base. SINGLE into center field! Runners should go two but the lead runner trips and all runners can go only one base!
56	▲ ▲ ▲ The second baseman drops an infield fly! Batter to second, others advance two bases! ▲ ▲ ▲ Ball ripped to short....the shortstop leaps and makes a fantastic catch! Batter out.
61	Batter hit by the pitch and he takes first base! The pitcher then tries to pick him off, but the throw hits him in the back and he moves to second base on the error, runners advance one base! Batter hits a soft liner over the second baseman's head, second baseman leaps and makes a fantastic catch!
62	Runner on 1st or 2nd steals, a surprised catcher can make no throw! (NO ONE ON or RUNNER on 3rd: Batter is nailed in the side by a fastball, he's down and hurting, a pinch runner must be brought in.) The lead runner on base is picked off! (BASES EMPTY: An infield fly is almost dropped by the shortstop when he collides with the third baseman but he holds on!)
63	Lead runner on 1st or 2nd steals safely! (NO ONE ON or RUNNER on 3rd: Pitcher has injured himself and he must come out of the game! Batter steps back into the box against a new pitcher. Ball ripped to first....the first baseman makes a diving stop on the foul line, batter out on the line drive! Others hold.
64	▲ ▲ ▲ Fly ball to right field....the right fielder drops it! It rolls to the wall, that's a three base error! ▲ ▲ ▲ Batter hits a high chopper, he is safe at first, but it is ruled that he ran outside of the base-line! He's called out, runners advance one base. (INFIELD IN: The runner on 3rd runs outside the line, called out, batter safe at 1st, others advance.)
65	Fly ball to left field....the left fielder drops it! That's a two base error! Runners advance two bases! The lead runner is picked off base! (BASES EMPTY: the batter swings at three straight pitches in the dirt and strikes out, a terrible at-bat!)
66	CRACK! Batter absolutely KILLS the ball to center field, he just stands and watches it go, that one is WAY into the upper deck!!! A long, long homerun! MAN ON FIRST: Ground ball to short, shortstop tosses it to second for the force out and has his legs brutally taken out from under him with a hard slide, oh, that looked completely unnecessary! Batter safe at first on the fielder's choice! (INFIELD IN: Grounder to short, he throws home, there's a huge collision....the umpire waits, waits....and finally calls the runner out! Batter safe at first, others advance!)
	NO MAN ON FIRST: Ground ball to short, the throw pulls the first baseman off the bag and he collides hard with the base runner! But he manages to hold on and tag the man out! Others advance one base! (INFIELD IN: Grounder to first, the first baseman fires home, the runner kicks the ball out of the catcher's mitt and he's safe! Batter safe at first, others advance!)



HIGHLIGHT MAKER BASEBALL
By SOREN NARNIA