

# RUNNER ON SECOND

## GRADE D PITCHER

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1.	Hanging curve ripped to deep LF, SEE YA! <b>HOME RUN!</b>	Well hit to deep RF, touch 'em all! <b>HOME RUN!</b> Two-run shot!
2.	Long drive to CF, he'll never get it!! It'll be an <b>RBI TRIPLE!</b>	A blast to deep RCF, hard off the fence, it's a stand-up <b>TRIPLE!</b>
3.	The RF doesn't even more! A mammoth <b>HOME RUN!</b>	Crushed deep to LF, well out ot here! <b>HOME RUN!</b>
4.	Gapper to RCF, open spaces! He'll get 3 out of it! <b>TRIPLE!</b>	Blasted a long way to CF, off the wall...it's a stand-up <b>TRIPLE!</b>
5.	Oh, baby! A blast to LCF, going, going, GONE! <b>HOME RUN!</b>	Long, towering drive, deep CF, outta here! <b>HOME RUN!</b>
6.	Line drive, base hit to LCF! It'a an <b>RBI DOUBLE!</b> "	Gapper to RCF, runner waved around and scores! <b>DOUBLE!</b>
7.	Smacked to RF and in! No play at home! <b>RBI SINGLE!</b>	Blooped to CF, base hit! Runner scores! <b>RBI SINGLE!</b>
8.	<b>SINGLE</b> to CF, RBI! (S runner out at home, batter to 2nd [8-2])	<b>SINGLE</b> to LF, <b>RBI!</b> (S runner out at home, batter to 2nd [8-2])
9.	<b>SINGLE</b> to LF, RBI! (S runner out at home, batter to 2nd [7-2])	Chopper to 1B, 1B steps on bag, runner advances to 3rd. [3U]
10.	Slow roller, no play! infield <b>SINGLE!</b> Runner to 3rd (F scores!).	High chop, no play! Infield <b>SINGLE!</b> Runner to 3rd (F scores!).
11.	Base hit to LF, the throw home, OUT! [7-2] (F is safe; *any runner safe). Batter steals 2B on 1st-pitch strike	Base hit to LCF, the throw home, <b>OUT!</b> [7-2] (F is safe; *any runner safe). Batter swipes 2B on 1st-pitch. Count is 0-1.

## Fielding Three (35 or Fewer Fielding Points)

## Fielding Two (36-40 Fielding Points)

12.	The whiff! Batter strikes out on fastball down middle. [2U]	Struck him out! Nasty off-speed pitch finishes job. [2U]
13.	Struck him out! Freezes him with the curve! [2U]	Called strike three! What was he waiting for! [2U]
14.	Ball four, runners now on 1st and 2nd. Trouble!	Just missed for ball four! He might have been pinched.
15.	Sinking liner, dropped by LF! The run scores! Batter at 1st! [E-7]	Fly to LF, easy chance, dropped! Run scores! Batter at 1st [E-7]
16.	Base hit to CF, throws home, SAFE! Batter to 2nd on throw.	Base hit to CF, throws home, got him! Batter to 2nd. [8-2]
17.	High fly to RF, caught. Runner holds (F tags up, takes 3rd). [F9]	Fly ball, dropped by RF! Batter safe at 1st, runner moves to 3rd (F runner scores; *runner scores from second). [E-9]
18.	Error by SS! [E-6] Runner holds (*runner to 3rd). Batter to 1st	Slow to SS, batter out at 1st, runner to 3rd (F scores!). [6-3]
19.	Batter hit by tailing fastball! Runners on 1st and 2nd!	Plunked by wayward heat! Runners on 1st and 2nd!
20.	One-hopper through 2B's legs! Batter at 2nd, run scores! [E-4]	Booted away by 2B! Runner scores, batter to 2nd! [E-4]
21.	Bounder to 1B, flips to P, not in time! <b>SINGLE!</b> Runner to 3rd.	1B fields, races to bag, not in time! Runners on the corners!
22.	A steal of 3rd! What larceny! (S runner stays at 2B) Ball one.	SAFE! A steal of 3rd! (S runner holds 2nd) Ball one.
23.	Out stealing 3rd! [2-5] 3B's spiked, misses next 3 g. Strike one.	Steal..., OUT! [2-5] But 3B is hurt, he'll miss next 4 g. Strike one.
24.	Infield pop, SS calls and catches, runner holds. [F6]	Lasy pop near foul line, SS makes play. Runner holds [F6]
25.	Liner grabbed by 2B in the air, no play on runner. [L4]	2B leaps, snags liner! Runner safe at 2B. Nice! [L4]
26.	Grounder to 2B, runner moves up, batter out [4-3]	Topper to 2B, runner advances to 3rd, batter out. [4-3]
27.	Ground out to 3rd, runner holds [5-3] (Y: strikeout [2U]).	Ground out to 3rd, no advance [5-3] (Y: strikeout [2U]).
28.	Grounded to SS, runner moves to 3rd, batter out. [6-3]	Grounder to SS, runner holds, batter out. [6-3]
29.	Routine grounder to 1B, flips to P in time. Runner to 3rd. [3-1]	Chopped to 1B, underhands to P in time. Runner to 3rd. [3-1]
30.	Skied to LF, east play, runner holds. [F7]	High fly to deep LF, caught with ease. No advance. [F7]
31.	Towering fly to CF, easy chance. Runner holds. [F8]	Lifted to CF, taken for the out. Runner holds. [F8]
32.	Lifted near the RF line. Caught. Runner moves to 3B. [F9]	Fly to RF, caught, no advance (F runner moves to 3rd). [F9]
33.	Popped near SS, he'll take it [F6] (X: strikeout [2U]).	Skied to SS, easy grab [F6] (X: strikeout [2U]).
34.	Skied to 2B, easy play [F4] (Y: strikeout [2U]).	Popped to 2B, taken for out [F4] (Y: strikeout [2U]).
35.	Foul pop near bag, taken by 3B [F5] (W: base on balls).	Skied near stands, 3B takes [F5] (W: base on balls)
36.	Bounces away from C, runner to third! Wild pitch!	55-footer skips away! Runner to 3rd! Score it as a wild pitch.
37.	Rolled to SS, tags runner! Batter safe at 1st! [6U] (*out, 6-3)	Picked off 2B! A cardinal sin by runner! [1-6]
38.	Booted by SS! No advance (*runners on 1st & 3rd). [E-6]	Muffed by SS! Runner holds (*runners on 1st & 3rd). [E-6]
39.	A steal of 3rd, CAUGHT! Overslides the bag! [2-5]	There he goes! Throw to 3rd! In time! Nailed! [2-5]
40.	Chopped off plate, fumbled by C, safe at 3rd! [E-2]	Lofted to RF, caught. Runner to 3rd [F9] (S runner out at 3rd, 9-5).
41.	Steals third, throw goes into LF! Runner scores! [SB, E-2]	Steals third, throw goes into LF! runner scores! [SB, E-2]
42.	High and tight, nails him! Batter takes first on HBP.	Grazed by inside curve. Take your base!