

1996 MISSISSIPPI ST. BASEBALL

Mississippi State at South Carolina Mar 24, 1996 at Columbia, S.C.

Mississippi State 5 (13-9)

South Carolina 6 (16-9)

Name (Pos)	AB	R	H	RBI	BB	SO	PO	A	Name (Pos)	AB	R	H	RBI	BB	SO	PO	A
Scioneaux cf	6	1	2	1	0	3	4	0	Hightower cf	7	1	4	0	0	0	3	1
Freeman 2b	6	0	0	2	1	0	3	1	Curry rf	6	1	2	0	1	0	4	1
Hayman rf	6	0	0	0	2	1	6	0	Mapes lf	5	0	1	2	1	0	2	0
Lee dh	7	1	3	1	0	0	0	0	Hucks c	6	1	1	0	1	3	7	1
Clark, B 1b	6	0	2	1	1	0	11	1	Williams 1b	3	1	0	0	0	0	4	0
Hauswald 3b	7	0	1	0	0	1	3	3	Stanton 1b	4	1	1	1	0	0	16	1
Piatt ss	5	0	2	0	2	0	2	3	Szwejbka ss	5	0	2	0	1	1	2	8
Anderson c	5	2	2	0	1	2	6	0	Walters 2b	6	0	0	1	0	1	4	8
Power lf	2	1	2	0	0	0	2	0	Bordenick dh	4	1	2	0	0	0	0	0
Jenkins lf	4	0	0	0	0	0	1	0	Dour pr	0	0	0	0	0	0	0	0
Jackson p	0	0	0	0	0	0	0	1	Urquhart ph/dh	1	0	1	0	1	0	0	0
Hooten p	0	0	0	0	0	0	1	2	Arbinger 3b	4	0	1	1	0	1	0	2
									Streicher ph	1	0	0	0	0	0	0	0
									Thompson 3b	0	0	0	0	0	0	0	0
									Pomar p	0	0	0	0	0	0	0	0
									Moore p	0	0	0	0	0	0	0	0
									Harwas p	0	0	0	0	0	0	0	2
Totals.....	54	5	14	5	7	7	39	11	Totals.....	52	6	15	5	5	6	42	24

Score by innings:

R H E

Mississippi State	010	400	000	000	00	-	5	14	2
South Carolina	000	310	100	000	01	-	6	15	3

Note: None out, 0 runners LOB when the game ended.

E - Hauswald(3), Power(2), Harwas, Moore, Williams.

DP - Miss. State 1, S. Carolina 1. LOB - Miss. State 19, S. Carolina 14.

2B - Clark, B(3), Scioneaux(3), Arbinger, Bordenick, Hightower 2.

HR - Stanton.

SB - Jenkins(1), Lee(3), Piatt(3), Szwejbka. CS - Hightower.

SH - Anderson(1), Jenkins, Thompson. SF - Freeman(2), Mapes.

Mississippi State	IP	H	R	ER	BB	SO	South Carolina	IP	H	R	ER	BB	SO
Jackson	5.0	5	4	2	2	1	Pomar	3.2	8	5	5	4	2
Hooten	8.0	10	2	2	3	5	Moore	5.2	1	0	0	2	4
							Harwas	4.2	5	0	0	1	1

Winner - Harwas 6-0. Loser - Hooten 3-4. Save - None.

WP - Jackson 3(3). BK - Jackson 2(2).

HBP - by Pomar (Scioneaux), by Moore (Scioneaux).

Umpires - H-L. Short, 1-M. McGill, 3-M. Lloyd

Start: 2:02 Time: 4:01 Attendance: 2103

Game Notes:

None out, 0 runners LOB when game ended