

31st All-Star Game

Date: Monday, July 31, 1961
Location: Fenway Park
Umpires: Larry Napp (AL), Frank Secory (NL), Red Flaherty (AL), Ed Sudol (NL),
 Chris Pelekoudas (NL), Al Smith (AL)
Duration: 2:27
Attendance: 31,851

Box Score:

	1	2	3	4	5	6	7	8	9		R	H	E
NL	0	0	0	0	0	1	0	0	0	-	1	5	1
AL	1	0	0	0	0	0	0	0	0	-	1	4	0

STARTING LINEUPS:

<u>National League</u>			<u>American League</u>		
1. Wills	ss		Cash	1b	
2. Mathews	3b		Colavito	lf	
3. Mays	cf		Kaline	rf	
4. Cepeda	lf		Mantle	cf	
5. Clemente	rf		Romano	c	
6. White	1b		Aparicio	ss	
7. Bolling	2b		Temple	2b	
8. Burgess	c		Robinson	3b	
9. Purkey	p		Bunning	p	

BATTING:

National League

Name	AB	R	H	RBI	BB	K	PO	A
Wills	2	0	1	0	0	0	1	1
Aaron	2	0	0	0	0	0	1	0
Miller	0	0	0	0	0	0	0	0
Mathews	3	1	0	0	1	1	0	2
Mays	3	0	1	0	1	0	1	0
Cepeda	3	0	0	0	0	0	0	0
Clemente	2	0	0	0	0	0	0	0
Kasko	1	0	1	0	0	0	2	4
Banks	1	0	0	0	0	1	0	0
White	4	0	2	1	0	0	11	1
Bolling	4	0	0	0	0	0	3	2
Burgess	1	0	0	0	0	1	2	0
Roseboro	3	0	0	0	0	3	6	0
Purkey	0	0	0	0	0	0	0	1
Stuart	1	0	0	0	0	0	0	0
Mahaffey	0	0	0	0	0	0	0	0
Musial	1	0	0	0	0	1	0	0
Koufax	0	0	0	0	0	0	0	0
Altman	1	0	0	0	0	0	0	0
Totals	32	1	5	1	2	7	27	11

American League

Name	AB	R	H	RBI	BB	K	PO	A
Cash	4	0	0	0	0	1	11	0
Colavito	4	1	1	1	0	0	3	0
Kaline	4	0	2	0	0	0	1	0
Mantle	3	0	0	0	1	2	2	0
Romano	1	0	0	0	0	0	1	0
Maris	1	0	0	0	0	0	0	0
Howard	2	0	0	0	0	1	6	0
Aparicio	2	0	0	0	1	1	1	3
Sievers	1	0	0	0	0	1	0	0
Temple	2	0	0	0	1	1	2	3
Robinson	3	0	1	0	0	1	0	3
Bunning	1	0	0	0	0	0	0	0
Schwall	1	0	0	0	0	0	0	0
Pascual	1	0	0	0	0	0	0	0
Totals	30	1	4	1	3	8	27	9

Fielding:

DP: 2

E: Bolling (1)

PB: Burgess (1)

Batting:

2B: White (1, off Schwall)

HBP: Cepeda (1, by Schwall)

Batting:HR: Colavito (1, 1st inning off Purkey 0 on, 1 out)**Base Running:**SB: Kaline (1, 2nd base off Miller/Roseboro)**PITCHING:**

NL	IP	H	HR	R	ER	BB	K
Purkey	2	1	1	1	1	2	2
Mahaffey	2	0	0	0	0	1	0
Koufax	2	2	0	0	0	0	1
Miller	3	1	0	0	0	0	5
Totals	9	4	1	1	1	3	8
AL							
Bunning	3	0	0	0	0	0	1
Schwall	3	5	0	1	1	1	2
Pascual	3	0	0	0	0	1	4
Totals	9	5	0	1	1	2	7

HBP: Schwall (1, Cepeda)