

Arizona Diamondbacks - 31-25

@  
 Seattle Mariners - 29-29  
 T-Mobile Park  
 Seattle, WA  
 2026-05-30 - 7:10  
 63f, Partly Cloudy

----- Arizona Diamondbacks -----  
 2B - 4 - Ketel Marte  
 RF - 7 - Corbin Carroll  
 SS - 2 - Geraldo Perdomo  
 C - 14 - Gabriel Moreno  
 DH - 25 - Adrian Del Castillo  
 CF - 15 - Ryan Waldschmidt  
 1B - 6 - Ildemaro Vargas  
 3B - 11 - Jose Fernandez  
 LF - 9 - Tommy Troy  
 P - R - 19 - Ryne Nelson

---BULLPEN  
 R - 45 - Taylor Clarke  
 R - 23 - Zac Gallen  
 L - 55 - Brandyn Garcia  
 R - 37 - Kevin Ginkel  
 R - 29 - Merrill Kelly  
 R - 43 - Jonathan Loáisiga  
 R - 62 - Juan Morillo  
 R - 32 - Brandon Pfaadt  
 L - 57 - Eduardo Rodriguez  
 R - 38 - Paul Sewald  
 R - 34 - Michael Soroka  
 R - 81 - Ryan Thompson

---BENCH  
 28 - Nolan Arenado  
 1 - Jorge Barrosa  
 35 - Aramis Garcia  
 13 - Tim Tawa

----- Seattle Mariners -----  
 SS - 3 - J.P. Crawford  
 CF - 44 - Julio Rodríguez  
 1B - 12 - Josh Naylor  
 LF - 56 - Randy Arozarena  
 RF - 20 - Luke Raley  
 2B - 2 - Cole Young  
 DH - 8 - Dominic Canzone  
 C - 18 - Mitch Garver  
 3B - 4 - Colt Emerson  
 P - R - 22 - Bryan Woo

---BULLPEN  
 R - 83 - Eduard Bazarido  
 R - 47 - Matt Brash  
 R - 58 - Luis Castillo  
 R - 88 - Cooper Criswell  
 L - 45 - José A. Ferrer  
 R - 36 - Logan Gilbert  
 R - 26 - Emerson Hancock  
 R - 48 - Alex Hoppe  
 R - 68 - George Kirby  
 R - 50 - Bryce Miller  
 R - 75 - Andrés Muñoz  
 L - 55 - Gabe Speier

---BENCH  
 5 - Jhonny Pereda  
 30 - Rob Refsnyder  
 10 - Victor Robles  
 35 - Patrick Wisdom

---OFFICIALS  
 HOME - David Rackley  
 FIRST - Nestor Ceja  
 SECOND - Louie Krupa  
 THIRD - Chris Guccione

- AL West -		- AL Central -		- AL East -	
Team	GB	Team	GB	Team	GB
SEA	-	CLE	-	TB	-
ATH	1.5	CWS	2.0	NYN	1.0
TEX	2.0	MIN	6.5	TOR	8.0
HOU	3.0	KC	11.0	BAL	10.0
LAA	6.5	DET	11.5	BOS	12.0
- NL West -		- NL Central -		- NL East -	
Team	GB	Team	GB	Team	GB
LAD	-	MIL	-	ATL	-
SD	5.0	STL	4.0	PHI	9.5
AZ	5.5	CHC	4.5	WSH	9.5
SF	15.0	PIT	5.0	MIA	13.5
COL	16.5	CIN	5.5	NYM	14.0