

E15 - The Key to Success

Source: [Crunchyroll](#)

Translator:

Editor:

Timer:

QC:

(Please feel free to edit the speaker names if incomplete or inaccurate. Names are handled on a best-effort basis depending on the info on the source file. Dialogue is left as is.)

[00:01] Dai

*Our eyes firmly fixed on Nationals,
we, the Mifune Dolphins, have made it*

[00:05] Dai

to the second round of Regionals.

[00:07] Dai

Nijigaoka Beetles' ace, Tamaki,

[00:10] Dai

has finally taken to the mound.

[00:13] Coa

According to Urabe, he's an Eephus
pitcher who mainly throws slower balls.

[00:18] Coa

That's why we practiced
hitting pitches at half speed.

[00:20] Kid

What's an Eephus again?

[00:23] Fuj

Put simply, it's an extremely slow pitch.

[00:26] Coa

I wonder what his throw will be like.

[00:30] Ump

Play!

[00:38] Kid

That's mega slow!

[00:41] Ump

Strike!

[00:42] Fuj

That's even slower than I imagined!

[00:45] Fuj

But it's just slow, nothing more.

[00:47] Fuj

If he got a no-hitter with those pitches,

[00:49] Fuj

their opposition in the first round

must've been very weak.

[00:52] Mom

That's some relaxed pitching
from such a big youngster.

[00:57] Mom

With throws like those, they'll claw
back those two runs in no time.

[01:01] Old

No, if the balls were just slow,
they'd be easy to hit.

[01:06] Old

But with a slow rainbow pitch like that,

[01:08] Old

the impact point becomes tiny,
so getting a hit is quite difficult.

[01:14] Ump

Strike two!

[01:15] Old

And because they use a softer ball,
even if you do make contact,

[01:19] Old

it won't go far unless you hit
the ball pretty much dead center.

[01:28] Ump

Out.

[01:29] Coa

He's good.

[01:30] Fuj

That was a hard hit to field.

[01:34] Coa

Well, they do have Komori as their manager.

[01:36] Coa

It's not surprising
their defense is so solid.

SIGN The Key to Success

[03:13] Ann

Batting second, catcher,

[03:15] Ann

Shigeno-kun.

SIGN Catcher

SIGN Shigeno Daigo

SIGN Mifune Dolphins

SIGN Coach Fujii

[03:19] Fuj

Go Daigo!

SIGN Center Field

SIGN Satou Hikaru

SIGN Right Field

SIGN Sakura Mutsuko

[03:21] Hik

Good luck, Daigo-kun!

[03:24] Gram

Dai-chan's up!

[03:25] Old

Yeah.

[03:27] Dai

The Eephus pitch.

[03:29] Dai

*Their tactic is to baffle
you with a slow ball,*

[03:31] Dai

*and then use their strong
defense to pick you off.*

SIGN Nijigaoka Beetles

SIGN Pitcher Tamaki

[03:34] Ump

Play!

[03:36] Dai

*Satou-san showed me how
to deal with slow balls,*

[03:38] Dai

*and using that technique,
I managed to get a hit.*

[03:44] Dai

*That pitch wasn't as slow as this one,
but the technique is the same.*

[03:48] Dai

Don't be hasty.

[03:50] Dai

Wait for it to get really close...

[03:54] Dai

Then, swing at your normal spot!

[03:58] Coa

He did it!

[03:58] Coa

Heading to center field!

[04:00] Gramp

He got a hit.

[04:03] Ump

Out!

[04:05] Fuj

What?

[04:06] Hik

He caught it.

[04:07] Coa

Why did they even have someone there?

[04:10] Tam

Nice catch!

[04:13] Fuj

What the hell?

[04:14] Fuj

Usually, that'd be a hit to center field.

[04:16] Fuj

Why was he standing there?

[04:18] Tam

Two down, two down!

[04:22] Ura

So that's how they got a no hitter.

It wasn't just an iron-tight defense...

[04:27] Dai

Damn.

[04:28] Dai

And that was a good one, too.

[04:30] Dai

What a waste of a hit.

[04:32] Ura

They're using an infield
shift for the Eephus.

[04:34] Dai

Huh?

[04:35] Ura

I don't know if they're
using signs to co-ordinate it,

[04:38] Ura

but they change their formation
as soon as the pitch is thrown.

[04:42] Ura

Guess it's their way of improving the odds
of picking us off once we hit their slow ball.

[04:47] Ura

Work out how to counter it on the bench.

[04:52] Ann

Batting third, pitcher,

[04:54] Ann

Urabe-kun.

[04:56] ---

Urabe-kun!

SIGN Pitcher

SIGN Urabe Hayato

[04:57] ---

Urabe-kun!

[05:00] Coa

What?

[05:00] Coa

An infield shift for the Eephus?

[05:03] Dai

That's right.

SIGN Mifune Dolphins

SIGN Manager Tashiro

[05:03] Dai

Somehow, they're shifting
positions with the pitch.

[05:07] Coa

Really?

[05:12] Ump

Strike!

[05:16] Ura

Three fielders between second and third?

[05:18] Ura

*And around first, there's
only the first baseman!*

[05:22] Fuj

What's going on?

[05:24] Fuj

Their whole right side is empty!

[05:27] Coa

I see. That's what they're up to.

[05:30] Coa

With a slow ball, there's no
such thing as swinging too late,

[05:33] Coa

so for a right-hander,
the ball will usually veer left.

[05:35] Coa

So tightening up the defense
on that side makes sense.

[05:39] Fuj

Then, all we have to do
is hit it out to right field.

[05:42] Fuj

We can rip apart an infield
shift like that, no sweat!

[05:44] Coa

Easy for you to say! They're grade schoolers.

[05:47] Coa

They're having a hard enough time
just hitting these rainbow balls...

[05:50] Coa

You honestly think they can hit
to opposite field, too?

[06:00] Ump

Foul!

[06:02] Coa

Urabe's trying to hit it to right field.

[06:04] Coa

But even with his skill,
the ball has a mind of its own.

[06:09] Ura

Damn.

[06:10] Ura

*I haven't practiced this kind of hit,
so it's not surprising I'm finding it hard.*

[06:16] Ura

*Guess all I can do is
smash it out of the park!*

[06:20] Ura

Huh?

[06:24] Tas

An uncaught third strike!

[06:25] Tas

Run, Urabe!

[06:29] Ump

Safe!

[06:30] Sak

He did it!

[06:32] Gramp

Yes! We've got a runner!

[06:35] Gramp

All right!

[06:38] Gramp

Huh?

[06:40] Gramp

What are you doing, Hikaru?!

[06:42] Gramp

You're up next!

[06:44] Hik

Oh, yeah, I'm batting fourth, aren't I?

[06:48] Kid

I'm sorry, Tamaki!

[06:49] Tam

Don't sweat it.

[06:52] Tam

These short, arcing pitches
always end up bouncing.

[06:54] Tam

They're the kind of throws
that make catchers cry.

[07:01] Tam

We don't have any data on their cleanup,
so I won't go straight for him.

[07:05] Tam

Manager told me to be wary of him, too.

[07:08] Tam

So in this case, we'll use Plan B.

[07:11] Kid

Okay.

[07:12] Ann

Batting fourth, center fielder,

[07:14] Ann

Satou-kun.

[07:16] Gramp

That's the kid who made that
great catch in center field.

[07:20] Gramp

If he's playing cleanup,
he must be a good batter, too.

[07:22] Gramp

So the Dolphins has an all-rounder, huh?

[07:25] Gram

Huh? Didn't I tell you about him?

[07:28] Gram

That boy is Toshi-kun's son.

[07:30] Gramp

Huh?

[07:31] Gram

That's the boy who got Daigo
interested in baseball again.

[07:37] Gramp

Seriously?

[07:38] Ump

Play!

[07:40] Ura

*An uncaught third strike is
pretty lame, but whatever.*

[07:44] Ura

At least I managed to get on base.

[07:46] Ura

Once I'm out here, I get to dictate the game.

[07:48] Ura

Stealing bases is a cinch on slow balls!

[07:54] Coa

He's running!

[07:55] Ump

Ball!

[08:01] Fuj

The hell? He just started running without waiting to see what would happen?

[08:05] Fuj

He could've thrown a fastball from the slide step!

[08:08] And

No, Urabe's looking at his form and starting his run based on it.

[08:12] Fuj

Huh?

[08:13] And

With that slow pitching motion, he can wait to confirm it and still steal the base.

SIGN Suzuki Andy

[08:19] Dai

What's up with this pitcher?

[08:21] Dai

He's still throwing Eephus pitches when there are runners?

[08:24] Dai

A runner can do whatever he wants!

[08:27] Dai

That's a ridiculous tactic.

[08:31] Ura

Slow ball!

[08:37] Sak

Wh-What?

[08:38] Coa

So fast!

[08:41] Ump

Out!

[08:44] Ump

Three outs!

[08:45] Ump

Change sides!

[08:46] Kids

Yes! Time to switch!

[08:47] Kids

Nice one, Catcher.

[08:50] Dai

What... was that pitch just now?

SIGN Nijigaoka

SIGN Mifune

[08:58] Ump

Strike! Out!

[08:59] Ump

Three outs! Change sides!

[09:02] Fuj

Good job, Urabe!

[09:04] Fuj

Looks like things have
calmed down this inning.

[09:07] Coa

The two runs they scored off
no hits in the first hurt bad.

[09:11] Coa

But if it's only a two-run lead,
we've got a chance.

[09:14] Coa

Question is, how do we defeat that guy?

[09:18] Dai

Manager, that last pitch he threw...
what kind of ball was that?

[09:26] Coa

That's what they call "a snap throw."

[09:30] Coa

It's an infielder's throw that doesn't
require a big swing of the arm or a windup,

[09:34] Coa

like a pitcher's or an
outfielder's throw does.

[09:37] Coa

By twisting your forearm and releasing
from your fingertips with a snap,

[09:41] Coa

you can hasten your throwing motion.

[09:45] Coa

Most grade schoolers don't have strong
enough arms to execute the technique.

[09:51] Coa

With his physique, though,
it's not surprising he can do it.

[09:55] Ump

Who's batting for the Dolphins?

[09:59] And

Satou, you're up.

[10:02] Hik

But I batted last in the last inning,
so now it's the fifth batter's turn.

[10:08] And

You idiot!

[10:09] And

Urabe got out as a runner,
meaning you're still at bat!

[10:12] Hik

Huh? Oh, really?

[10:14] Hik

Lucky!

[10:16] Hik

Sorry about that!

[10:19] Ump

Play!

[10:28] Ump

Strike!

[10:30] Kom

*They were already struggling
when it was just slow balls,*

SIGN Nijigaoka Beetles

SIGN Manager Komori

[10:33] Kom

*but now they've seen that fastball,
their hands are basically tied.*

[10:44] Ump

Strike two!

[10:48] Coa

This isn't good.

[10:50] Coa

This situation's a hard one to handle.

[10:52] Coa

That fastball isn't so fast, but when
it comes hot on the heels of a slow ball,

[10:57] Coa

it seems impossibly quick.

[10:59] And

What's more, when a throw like
that comes from such a slow windup,

[11:03] And

it's really hard to time your swing.

[11:06] Coa

Just like it's hard to hit a change-up,

[11:07] Coa

when the pitcher's stance
suggests a fastball's on its way.

[11:11] Coa

For a grade schooler
to overcome an Eephus pitch

[11:14] Coa

and this pitching style in just

one or two at bats is nigh impossible.

[11:27] Gram

That was so cool!

[11:29] Gram

I see you've still got your reflexes, honey!

[11:32] Gramp

You think so?

[11:33] Gramp

Maybe I should start playing again!

[11:37] Tam

That old geezer has a good throw on him.

[11:39] Tam

But this guy...

[11:41] Tam

*He may have swung late,
but he managed to hit my snap throw.*

[11:46] Tam

I see now why our manager was wary of him.

[11:50] Kom

Don't rush it.

[11:51] Kom

Slow and steady.

[11:54] Hik

*His form tells me nothing about what kind
of throw is coming until he releases the ball.*

[11:58] Hik

*Isn't there anything I can use to
figure out what he's about to throw?*

[12:06] Ump

Ball!

[12:06] Fuj

Yeah! Good eye!

[12:11] Dai

M-Manager!

[12:15] Ump

Ball.

[12:16] Coa

Time out!

[12:17] Coa

Satou!

[12:24] Tam

What's this?

[12:26] Hik

Got it.

[12:28] Coa

Great observation, Daigo.

[12:30] Dai

It's nothing.

[12:32] Dai

Their fielders shift positions for
the Eephus just as he releases.

[12:37] Dai

I figured there must be some sort of sign,
so I've been watching them all closely.

[12:41] Ump

Play!

[12:42] Dai

Of course, I wouldn't be able to tell
what the signs themselves meant.

[12:47] Dai

But if you look closely, you'll see that
the fielders prepare differently.

[12:51] Dai

When it's a slow ball and they have
to shift, everyone stands naturally,

[12:56] Dai

but when a fastball's coming,
everyone drops their center of gravity.

[13:06] Dai

Go!

[13:12] Sak

A center fly.

[13:14] Tam

Nice, Okegawa!

[13:17] Ura

That's their leadoff with the fast legs.

[13:20] Ura

So their outfield is iron-tight, too...

[13:22] Txt

Shortstop

SIGN Nagai

SIGN Kimura

[13:22] Moto

If they can catch a ball like that,
we won't get any hits.

[13:27] Dai

Don't worry about it!

[13:29] Dai

We can now tell what pitch is coming,
based on the fielders' body language.

[13:32] Dai

This battle has just begun!

[13:33] Ann

Batting fifth, third baseman,

SIGN Third baseman

SIGN Ariyoshi

[13:35] Ann

Ariyoshi-kun.

[13:37] Ari

*So if they're crouched
down, it's a fastball,*

[13:41] Ari

and if they're not, it's a slow one.

[13:44] Ari

Slow ball!

[13:46] Ari

And a slow ball it is!

[13:52] Ump

Out!

[13:55] Ann

Batting sixth, left fielder,

SIGN Left fielder

SIGN Kishimoto

[13:58] Ann

Kishimoto-kun.

[14:01] Ump

Strike! Batter out!

SIGN First baseman

SIGN Matsubara

[14:03] Ump

Strike! Batter out!

[14:05] Ump

Three outs! Change sides!

[14:19] Dai

*Knowing what pitch was coming
basically changed nothing.*

[14:22] Dai

*Other than Hikaru, nobody else
got clean hits on either type of pitch.*

[14:27] Dai

*On top of that, under Manager Komori,
the Beetles have an ironclad defense.*

SIGN Nijigaoka

SIGN Mifune

[14:31] Dai

*With the score at two to nothing,
we're heading into the final stages.*

[14:36] Ump

Ball.

[14:37] Ump

Ball four!

[14:38] Nij

All right! Okegawa's on base!

[14:40] Naka

No outs, runner on first!

[14:42] Kom

*After scoring two runs in the first,
I thought we'd rack up runs easily,*

[14:45] Kom

but Urabe-kun's giving it his all out there.

[14:48] Kom

*But his weakness is his lack of stamina,
and his control has started failing him.*

[14:53] Kom

*Since our lineup's good this inning,
we'll add some insurance runs.*

[14:56] Ann

Batting second, shortstop,

[14:58] Ann

Ageo-kun.

[14:59] Ura

This guy's gonna try to steal again.

[15:02] Ura

*With Shigeno's arm, the throw he did in
the first inning is the best he can offer.*

[15:08] Ump

Safe!

[15:10] Ura

*I've gotta keep trying to pick him off
and delay his start as much as possible.*

[15:20] Fuj

Good job, Urabe!

[15:21] Fuj

Make him fight for it!

[15:28] Ump

Ball!

[15:33] Gramp

This is bad.

[15:34] Gramp

His control was already shaky this inning,

[15:37] Gramp

but because his focus is on the
runners, he's hurrying his pitches.

[15:41] Gramp

Ball!

[15:45] Coa

Urabe, don't worry about the runner!

[15:47] Coa

There's no sense in walking the batter!

[15:49] Coa

Calm down and pitch freely!

[15:56] Kom

Wait.

[16:02] Ump

Ball three!

[16:04] Hik

Jeez... Are you all right, Tobe-kun?

[16:08] Fuj

Pull yourself together, Urabe!

[16:10] Dai

What should I do?

[16:12] Dai

Should I call a timeout?

[16:14] Dai

But I'm in no position to tell him

I won't let them steal,

[16:18] Dai

or to try and calm him down.

[16:21] Ura

Damn it.

[16:24] Ump

Ball!

[16:25] Ump

Ball four!

[16:31] Gram

Wasn't that a strike just now?

[16:34] Gram

The umpire's a bit harsh, don't you think?

[16:37] Gramp

No, that was probably Daigo's fault

more than it was the umpire's.

[16:42] Fuj

Hey, Tashiro! This game's over

if we give up any more runs.

[16:46] Fuj

We've got Satou as

a fully-fledged relief pitcher.

[16:49] Fuj

Urabe's exhausted. We should make

the switch sooner rather than later.

[16:53] Coa

You're right.

[16:55] Coa

We should make a switch.

[16:57] Coa

But not the pitcher. The catcher.

[17:00] Fuj

The catcher?!

[17:02] Coa

Andy, you know I don't
really want to risk you,

[17:05] Coa

but this is an emergency.

[17:06] Coa

Sorry about this, but can you play?

[17:09] And

Sure.

[17:11] And

I mean, if we lose here, getting back
to full fitness won't matter much, anyway.

[17:15] Coa

Time out!

[17:26] Sak

Huh?

[17:27] Hik

Daigo-kun's going off?

[17:30] Gramp

So he noticed, after all.

[17:32] Coa

I can tell you're tired, Urabe,
but you're not at your limit yet.

[17:36] Coa

Daigo's the one who has reached his limit.

[17:40] Dai

What?

[17:41] Tam

What?

[17:42] Tam

He's switching out the
catcher, not the pitcher?

[17:46] Gram

Really?

[17:47] Gram

They're going to switch out Daigo-chan,
when the pitcher walked two batters?

[17:53] Dai

Why am I getting switched out?

[17:57] Coa

It's been on my mind since last inning,
but it looks like you haven't noticed yet.

[18:04] Coa

We wouldn't have walked those two batters

if you'd caught the ball properly.

[18:09] Dai

Huh?

[18:11] Coa

On the riskier pitches, you haven't been catching the ball with proper framing.

[18:16] Coa

You only used your hand, and after that, you let the mitt move and shake.

[18:21] Coa

We can't really blame the umpire for calling them as balls.

[18:25] Coa

It's your first game as catcher, and the nerves and constant focus have you beat.

[18:30] Coa

A catcher who can't catch properly anymore must be switched out.

[18:38] Ump

Are you swapping someone out?

[18:39] Coa

Yes, sorry.

[18:40] Coa

But I want you to replace Kishimoto in left field.

[18:45] Coa

There's no telling if Andy's leg will hold out.

[18:49] Coa

If I take you off the field entirely, I won't have anyone left who can play catcher.

[18:53] Dai

Yes, sir!

[18:55] Coa

Kishimoto!

[18:56] Ish

Huh?

[18:58] Kom

Naturally, as Tashiro-san used to play catcher himself,

[19:01] Kom

he noticed Daigo-kun was playing badly.

[19:06] Kom

He was left out of the starting lineup because his leg is injured.

[19:10] Kom

But if you're on the field, we'll push you as hard as we can.

[19:18] Kis

Aw, man, I got swapped out
as collateral damage.

[19:22] Kis

I guess I struck out twice,
so I can't really complain.

[19:25] Kid

What do you mean you can't complain?!

[19:27] Kid

Why the heck are those three
newcomers still out there,

[19:29] Kid

when we've been benched despite
being on the team for three years?!

[19:33] Ishi

Sorry, but don't lump me in with you.

[19:35] Ishi

I'm in the starting lineup.

[19:39] Gramp

So they put Daigo out into left field.

[19:44] Dai

I didn't notice at all.

[19:47] Dai

*Even though Satou-san had
stressed how important framing was.*

[19:51] Dai

*Without noticing,
because of my exhaustion,*

[19:53] Dai

*I reverted to lazily grabbing at
the ball without moving my body.*

[19:58] Dai

*Just by catching the ball wrong,
I was holding the pitcher back...*

[20:03] Ump

Play!

[20:05] Fuj

Is Andy's leg really okay?

[20:07] Fuj

Will he be able to put any
force through it if he needs to?

[20:11] Coa

I told him not to push himself too hard.

[20:13] Coa

I just hope our opponents get intimidated
by Andy's arm and stop running so freely.

[20:23] Ump

Strike!

[20:27] And

Nice one!

[20:30] And

We gave away back-to-back walks.

[20:32] And

*They must want to go easy
now and do a sacrifice bunt.*

[20:36] And

Don't sweat it, Urabe.

[20:37] And

*Dead center's just fine.
We're going to corner them!*

[20:44] Ump

Strike two!

[20:45] Coa

All right!

[20:47] Gramp

I see.

[20:48] Gramp

So he's their regular catcher.

[20:50] Gramp

Their synchronization's a cut above.

[20:53] Gramp

Of course, he's also more skilled
in the position than Daigo.

[20:57] Gramp

If the catcher has a strong
arm and good technique,

[21:01] Gramp

the pitcher can throw
without a care in the world.

[21:05] Ump

Ball.

[21:07] And

Okay, okay!

[21:09] Gramp

But that's not all.

[21:11] Gramp

A batter has a synchronization to it.
You can't get that in just a couple of days.

[21:17] Gramp

Their throws to each other,
the signs they use...

[21:19] Gramp

the considerate act of cleaning
the ball and talking to the pitcher...

[21:25] Gramp

A long-term synchronization with the catcher

[21:28] Gramp

calms the pitcher and gives him courage
in a tight spot.

[21:36] Coa

He's running!

[21:37] Fuj

It's a hit and run!

[21:39] Ad

Wha—

[21:39] Ump

Strike! Out!

[21:40] Fuj

He missed!

[21:41] Kom

A pitchout?!

[21:45] Ump

Out.

[21:49] Fuj

Nice, Andy!

[21:52] Ura

Yeah! A double play!

[21:57] Hik

Nice!

[21:58] Kom

They got us.

[21:59] Kom

*I didn't expect him to have the
courage to waste a pitch there.*

[22:04] Dai

Wow!

[22:06] Dai

So that's a real catcher?

[22:09] And

Two outs!

[22:12] Tam

Hmph, not bad.

[22:18] Ann

Batting fourth, pitcher,

[22:20] Ann

Tamaki-kun.

[24:01] Dai

The game has reached the closing stages!

[24:03] Dai

What? Sakura made an error?

[24:05] Dai

No, it was a trap our
opponents set for us.

[24:09] Dai

Curse them for playing dirty!

[24:12] Dai

We're going to pull together as a team
and turn this game around, no matter what!

[24:17] Dai

This is a no-holds-barred match now!

SIGN All-Out Battle

[24:20] Dai

Next time: "All-Out Battle!"

[24:22] Dai

Run to the stage of your dreams!

Revision #1

Created 2024-02-07 02:59:42 UTC by whimsee

Updated 2024-02-07 02:59:43 UTC by whimsee