



# The Sports Page



## Dirty Late Than Never

### Dirty Dozen, Bethesda, 6/21/10, 6:30pm

A week ago, the **Dirty Dozen** had a comeback win over **Team Dynasty**, where we'd had to hold on defensively for several innings until our offense could get on track. Each team had scored a run in the first inning and **Dynasty** had scored one in the bottom of four, but in the top of five we threw nine runs on the board and never looked back to win 13-4. Our bats had been stymied until we'd adjusted to the pitcher and piled up a bunch of fifth inning singles for the big inning that carried us to victory.

This week we played an old, old opponent who had beaten us nine times in seventeen meetings. **Get Dirty** won the division in the Spring, lost their first PST game then got on a roll and won four in a row climbing through the loser's bracket. Most seasons the divisional championship comes from either **Get Dirty** or the **Dirty Dozen**.

**Get Dirty** lost their first game of Summer 2010 against **The Dead Lois's** right before our win over **Dynasty**, so we had a one game early lead. A strategic coin toss loss gave us the chance to bat first without actually having to choose Visitors.

We welcomed **Dimario Russell** to the **Dirty Dozen** and its age old rivalry with **Get Dirty**.

**Get Dirty** made a couple of infield gems in the first inning as we started with a single and a double-play, followed by a walk and a fielder's-choice. We, on the other hand, had a little trouble on the infield as we gave **Get Dirty** a couple of freebies. Add those to **Get Dirty's** clean hits and it amounted to a five run first and a mountain to climb.

We singled to start the second, but three more infield gems, all turned for fielder's-choices, gave us our second donut. **Get Dirty** managed two runs, though our infield played better than it had in the first.

Trailing 7-0 to an old rival and very solid team, we had to do something at the plate or say hello to 1-1 records for each team. In the third inning all we produced was a two-out single, but we handed **Get Dirty** their first donut of the game, now 7-0 after three. We went down 1-2-3 in the fourth and similarly limited **Get Dirty** then we both did the same in the fifth and we were rapidly on our way to being shutout by the one team who would enjoy shutting us out more than life itself.

So, in the top of the sixth we adjusted to the pitcher, as we had the previous week, stopped trying to bum everybody and just hit the ball for base hits. We started the sixth with three singles to load the bases. The next guy singled for our first run, 7-1, and the next one singled for two, 7-3. The next three guys produced our sixth, seventh and eighth singles, each for an RBI and suddenly we were in the ball game, only down 7-6! "Stormin'" **Norman Mapp** gave us our ninth single for our seventh RBI and we were tied 7-7! A single loaded the bases for **Steve Prachyl** "Makes Perfect", who singled to put us up 8-7 then back-to-back fielder's-choices, each produced a run and we led 10-7! Out twelfth and thirteenth singles of the inning reloaded the bases then **Larry** "Wreck of the Old Ninety-" **Civelli's** two-out, RBI single gave us an 11-7 lead. A fly-out finally stopped us, but not before we batted seventeen times to score eleven runs to turn a seven run deficit into a four run, late inning lead. **Quentin Cowans**, **Dimario Russell** and **Larry Civelli** were each 2-2 in the inning.

That sixth inning barrage of base hits had shell shocked **Get Dirty** and we had used up most of the last of the clock with our big, slow rally. They knew they had one more shot to score five runs or go home wondering what the heck had happened to them. They mounted a rally, starting with a couple of base hits, the first of which scored on an over throw to draw to within three of us, 11-8. The second runner scored, having advanced to scoring position on the over throw to make it 11-9, but after that we shut them down to win 11-9 in one of the oddest wins any of us could remember!

Time limit	1	2	3	4	5	6	7	Total
<b>Dirty Dozen</b>	0	0	0	0	0	11	-	<b>11</b>
<b>Get Dirty</b>	5	2	0	0	0	2	-	<b>9</b>

That game was definitely one for the books. Any time we bat seventeen times in the inning it's certainly noteworthy, but the fact that all eleven of us got on base before we made an out was a little more extraordinary. The fact that we started an inning with eleven straight singles is probably some kind of record. We had fourteen singles in all in the sixth. We only had three singles in the first five innings and never had an extra base hit all game.

Our defense was adequate overall, through being either hot or cold, but it got the big job done of holding arguably the most explosive offense we're likely to face this season to only nine runs in six innings; not too shabby, guys. Our offense, while certainly surprising and most likely record setting, was, nonetheless, flat as a board. Except for that miraculous sixth inning, guys, our offense was nonexistent.

So, we've won a couple of games, but, I don't think anybody's ready to say we're rolling. Great win, **Dirty Dozen**, but let's score some early runs next week! *Please!!*

"Super" **Dimario Russell** started off right at 3-3 with an RBI. **Larry** "on My Wayward Son" **Civelli** was 3-4 with three ribs, **Norman** "Panoramic" **Mapp** was 2-3 with one, **Quentin** "Mamas Don't Let Your Babies Grow up to be" **Cowans** was 2-3 and "Livin' on Tulsa" **Tim McCoy** was 1-2 with a walk and a ribbie.

## Nothing at All

### The Cowboys, Bethesda, 6/22/10, 6:30pm

Tuesday night was the delayed Opening Day for *The Cowboys*. Rain scrubbed us the previous Tuesday, so we were at the field again, this time not rain soaked.

Our opponent was *USA*, a team that recent incarnations of *The Cowboys* had learned to loathe. *USA* is a very good team, but supremely self involved and extremely arrogant, their negative attributes matched, and probably surpassed by, their ability to play the game.

**Michael Garrett** and **Josh Carper** were playing their first game for one of our teams and we welcomed them aboard!

It was a hot day in a long stretch of hot days, a day hot and humid enough to be defined as Rocky Weather.

I won the coin toss and made us Home team and that's the only thing that went right afterwards. Ordinarily, sports fans, I write a narrative here that described what happened during the game as events unfolded, but in this case nothing happened; nothing we wanted to regurgitate in writing anyway.

To sum up, you just have to look at the line score below. *USA* hit the ball and we did not. They played great "D", while we did not. The resulting letdowns on the two major fronts resulted, predictably enough, in a 14-0, run-rule shutout.

Run rule	1	2	3	4	5	6	7	Total
<b>USA</b>	0	0	0	0	-	-	-	<b>0</b>
<b>The Cowboys</b>	4	5	0	5	-	-	-	<b>14</b>

*The Cowboys* had finally moved back from George Pierce to Bethesda, where we belong, but all the shifting back and forth from the two parks, because leagues at Bethesda would not always fill up, knocked loose most of the guys who played on our last Championship team in Fall 2008. We have a great bunch of players now, but it's tough to face the best team any of our four teams is likely to face the first game together after rebuilding the team. Normally, I like to mention what went wrong and highlight what went right, here, but I can't point to hitting, fielding, base running or anything else as the primary reason we failed Tuesday. We really just didn't do anything.

The best way to treat a game like this is not to try and improve one facet of our game, like a tune up, but rather to act like it never happened and come out playing hard next game. Let's shake that one off and focus on our next opponent. See ya next week, *Cowboys!*

"In the Summer" **Tim McCoy** and **Jonathan Brivette** "Lieutenant" were each 1-2, leading an attack that, frankly, wasn't an attack, but rather more of a tickle.

Rain Information			
Dirty Dozen	The Cowboys	Motörhead	Jets
Bethesda	Bethesda	Bethesda	Geo. Pierce
(770) 822-8882	(770) 822-8882	(770) 822-8882	(770) 822-8882

**“When in doubt, come on out.”**

**Wednesday 6/23/10** at Bethesda Community Park - Summer 2010  
 MH 6:30 - 8 vs. State Farm

**Thursday 6/24/10** at George Pierce Park - Summer 2010  
 JM 8:00 - 1 vs. American Gladiators

**Monday 6/28/10** at Bethesda Community Park - Summer 2010  
 DZ 8:30 - 8 vs. Get Dirty

**Tuesday 6/29/10** at Bethesda Community Park - Summer 2010  
 CB 8:30 - 8 vs. ECS Wolves

**Wednesday 6/30/10** at Bethesda Community Park - Summer 2010  
 MH 7:30 - 8 vs. Havenstone  
 MH 9:30 - 8 vs. Flexible Metal (makeup from 6/16/10)



**Thursday 7/1/10** at George Pierce Park - Summer 2010  
 JM 8:00 - 1 vs. Peachtree

**Monday 7/5/10** at Independence Day - Summer 2010  
 DZ Off Day - No Games

**Tuesday 7/6/10** at Bethesda Community Park - Summer 2010  
 CB 8:30 - 9 vs. Luxury Landscape (makeup from 6/15/10)  
 CB 9:30 - 8 vs. Roosters



**Wednesday 7/7/10** at Bethesda Community Park - Summer 2010  
 MH 8:30 - 8 vs. Team McClung

**Thursday 7/8/10** at George Pierce Park - Summer 2010  
 JM 9:00 - 1 vs. Painted Grove

**Monday 7/12/10** at Bethesda Community Park - Summer 2010  
 DZ 8:30 - 8 vs. Warthogs

**Tuesday 7/13/10** at Bethesda Community Park - Summer 2010  
 CB 6:30 - 8 vs. Average Homeboys

**Wednesday 7/14/10** at Bethesda Community Park - Summer 2010  
 MH 8:30 - 8 vs. Argo and Sons

**Thursday 7/15/10** at George Pierce Park - Summer 2010  
 JM 8:00 - 1 vs. RTS

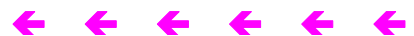
**Monday 7/19/10** at Bethesda Community Park - Summer 2010  
 DZ 6:30 - 8 vs. The Dead Lois's

**Tuesday 7/20/10** at Bethesda Community Park - Summer 2010  
 CB 8:30 - 8 vs. Shroom Brooms

**Wednesday 7/21/10** at Bethesda Community Park - Summer 2010  
 MH 7:30 - 8 vs. Flexible Metal

**Thursday 7/22/10** at George Pierce Park - Summer 2010  
 JM 9:00 - 1 vs. ViaSat

JM 10:00 - 1 vs. ViaSat (makeup from 6/17/10)



**Monday 7/26/10** at Bethesda Community Park - Summer 2010

DZ 6:30 - 8 vs. Team Dynasty

**Tuesday 7/27/10** at Bethesda Community Park - Summer 2010

CB 7:30 - 8 vs. Hooters Outkast

**Wednesday 7/28/10** at Bethesda Community Park - Summer 2010

MH 6:30 - 8 vs. State Farm

**Thursday 7/29/10** at George Pierce Park - Summer 2010

JM 7:00 - 1 vs. American Gladiators

**Monday 8/2/10** at Bethesda Community Park - Summer 2010

DZ 7:30 - 8 vs. Get Dirty

DZ 8:30 - 8 vs. Team Dynasty

**Tuesday 8/3/10** at Bethesda Community Park - Summer 2010

CB 8:30 - 8 vs. Luxury Landscape

**Wednesday 8/4/10** at Bethesda Community Park - Summer 2010

MH 7:30 - 8 vs. Havenstone

**Thursday 8/5/10** at George Pierce Park - Summer 2010

JM 9:00 - 1 vs. Peachtree

**Monday 8/9/10** at Bethesda Community Park - Summer 2010

DZ 7:30 - 8 vs. The Dead Lois's

DZ 8:30 - 8 vs. Warthogs

**Tuesday 8/10/10** at Bethesda Community Park - Summer 2010

CB 7:30 - 8 vs. USA

**Wednesday 8/11/10** at Bethesda Community Park - Summer 2010

MH 6:30 - 8 vs. Team McClung

**Thursday 8/12/10** at George Pierce Park - Summer 2010

JM 7:00 - 1 vs. Painted Grove

**Tuesday 8/17/10** at Bethesda Community Park - Summer 2010

CB 6:30 - 8 vs. ECS Wolves

**Wednesday 8/18/10** at Bethesda Community Park - Summer 2010

MH 8:30 - 8 vs. Argo and Sons

**Thursday 8/19/10** at George Pierce Park - Summer 2010

JM 7:00 - 1 vs. RTS

## Standings & Scouting Reports – Summer 2010

**Bold Italics** = Our team. **Normal Brown Italics** = Our next opponent, **PST** = Post Season Tournament. **TBD** = To Be Determined. Asterisks after an opponent's name represent how many times we play that opponent if we play them more than once. A team in "< >" is a team we do not play during the season. The far right column shows our overall record against that opponent.

Monday - Bethesda Men's - No Homers, No Steals	
No PST	
<b><i>Dirty Dozen</i></b>	2-0
The Dead Lois's **	2-0
Team Dynasty ***	2-1
<b><i>Get Dirty</i></b> ***	0-2
Warthogs **	0-3

overall  
record



n/a  
16-7  
3-2  
9-9 ←  
1-0

The ***Dirty Dozen*** plays ***Get Dirty*** next. We now lead ***Get Dirty*** by two games, two games into the season and we play them again Monday. We'll play them a third time a few weeks later, so a win Monday would all but eliminate ***Get Dirty*** from contention after just the third week of the season.

We'll be playing ***Get Dirty*** right after they've played the ***Warthogs*** in the first half of a double-header. As I expect them to wallop the ***Warthogs***, they'll be plenty warm when they face us.

Last season we were 6-4, 3rd place out of 8.

Click to see how you do against them: [Next Opponent](#)

Tuesday - George Pierce Men's - No Homers, No Steals	
<b><i>ECS Wolves</i></b> **	2-0
Roosters	2-0
USA **	1-0
Average Homeboys	1-1
Hooters Outkast	0-1
Luxury Landscape **	0-1
<b><i>The Cowboys</i></b>	0-1
Shroom Bombers	0-2

overall  
record

2-2 ←  
0-0  
1-5  
0-0  
0-0  
0-0  
0-0  
0-0

***The Cowboys*** play the ***ECS Wolves*** next.

They are a good team and tough to beat. They were our primary adversary in Summer 2008 on the way to our most recent Championship.

If we play solid "D" and hit the ball like we mean it, ***ECS*** is beatable. They're very good, but not unstoppable.

Last season we were 2-8, 5th place out of 6.

Click to see how you do against them: [Next Opponent](#)

Wednesday - Bethesda Men's - Equalizer, No Steals	
Argo and Sons **	1-0
<b><i>State Farm</i></b> **	1-0
Flexible Metal **	0-0
<b><i>Motörhead</i></b>	0-0
Havenstone **	0-1
Team McClung **	0-1

overall  
record

0-0  
0-0 ←  
0-0  
0-0  
0-0  
0-0

***Motörhead*** starts the Summer against ***State Farm*** after a rainout on Opening Day. Other than the fact that our opponent is like a neighbor we don't know anything about them.

***State Farm*** beat ***Team McClung*** 12-2, before the rain came Wednesday, but since we don't know anything about ***Team McClung***, we can't use that as a yard stick.

Plan on ***State Farm*** being tough and hit the ball just in case.

Last season we were 4-6, 5th place out of 8.

Click to see how you do against them: [Next Opponent](#)

Thursday - George Pierce Men's - Equalizer, No Steals	
<b><i>American Gladiators</i></b> **	0-0
<b><i>Jets</i></b>	0-0
Peachtree Coatings **	0-0
RTS **	0-0
Tainted Glove **	0-0
ViaSat **	0-0

overall  
record

0-0 ←  
0-0  
0-0  
0-0  
0-0  
0-0

The ***Jets*** play the ***American Gladiators*** to start the Summer season, after our real first game was spoiled by rain.

We don't know this team, at least by name, anyway, so we don't know if they're any good. When in doubt about an opponent, though, always plan on a tough game and hit the ball.

Last season we were 4-6, 4th place out of 6.

Click to see how you do against them: [Next Opponent](#)

# The DL



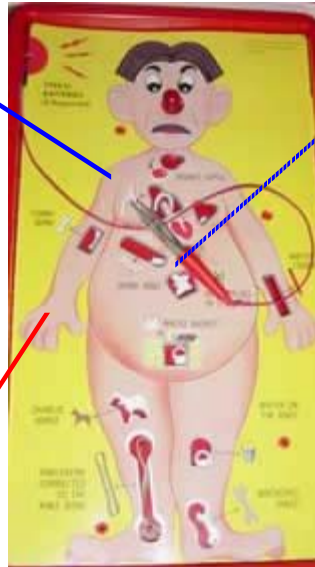
**Pablo Isern** has been trying to play through a sore shoulder on his throwing arm all year, but he has to shut it down and miss Summer 2010.

We miss you, Pablo!



**Mike Ball** is still battling a back injury and he'll most likely miss all of Summer 2010.

We'll miss you, Mike!



**Cam Butler** broke a couple of bones in his throwing hand and will miss all or most of Summer 2010 after surgery.

Hang in the, Cam!



# Birthdays & Spring 2010 Batting Titlists

## June Birthdays

Martin, Chris	6/6
Lindeke, David	6/9
Koroscil, Dan	6/10
Ortiz, Brian	6/11
Bilka, Mikey	6/12
Starnes, Chris	6/13
Torres, Jose	6/17
Kilgore, Terri	6/18
Shakir, Calvin	6/18
Jones, Norman	6/24

## July Birthdays

McCartney, Gena	7/1
Rubio, Moe	7/2
Sprague, Chris	7/6
Civelli, Larry	7/9
Ullengren, Kirk	7/15
Snezek, Carl	7/22
Fernandez, Chuck	7/24
Turner, Gabriella	7/24
Davis, Cheri	7/26
Hodgson, Steve	7/28
Mohr, Kim	7/28
Foss, Tim	7/30
Hall, Stevie	7/31
Padilla, Misty	7/31



**Dean Binder .....0.680**

**Leroy Frazier ..... 0.643**



Above team average:

**S.Prachyl ..... 0.577**

**R.Ray..... 0.552**

**R.McCoy ..... 0.517**

**T.McCoy..... 0.516**



**Jonathan Brivette .....0.565**

**Troy Kelly ..... 0.536**



Above team average:

**R.McCoy ..... 0.522**

**E.Kasmier ..... 0.520**



**Tim McCoy .....0.667**

**Rocky McCoy ..... 0.567**



Above team average:

**None**



**Tim McCoy .....0.639**

**John Lane..... 0.529**



Above team average:

**None**

**Attached is the first page of the ASA webpage concerning Illegal Softball bats. Make sure your bat has the proper stamp. If you're not sure, check the ASA website.**

# ASA Bat Testing & Certification Program

The official bat in ASA Championship Play must meet all of the requirements of Rule 3, Section 1 and:

1. must bear **either** the ASA approved 2000 certification mark **or the ASA 2004 certification mark** as shown below, and must not be listed on an ASA non approved list, **or**



2. must be included on a list of approved bat models published by the ASA National Office; or
3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and if tested, would comply with the ASA bat performance standards then in effect.

*Beginning January 1, 2004, all bats in ASA Championship Play must pass the ASA 2004 bat standard. All bats having the 2004 certification mark will be allowed in ASA Championship Play. Bats that have the 2000 certification mark will not be allowed in ASA Championship Play unless they are listed on an approved bat list on the ASA website. For convenience, the ASA website has a listing of bats that do not pass the ASA 2004 bat standard.*

## 2004 and Beyond Approved Bats (Updated: 12/5/2008)

For a list of bats that have been tested and found to comply with the ASA bat performance standards, and therefore are authorized to bear the **ASA 2004 certification mark** and/or are authorized for use in ASA Championship Play beginning January 1, 2004, please click on the manufacturer below. Manufacturers continue to submit additional bat models for testing, and the ASA will update this list as test results become available.

## 2004 and Beyond Non Approved Bats

Please click on the following PDF for a list of bats that do not meet the ASA's current bat standard:

**[Click here for ASA's Non Approved Bats](#)**

(current listing, no changes as of August 29, 2008)

**[Click here for ASA's Non Approved Bats with pictures](#)**

(current listing, no changes as of August 29, 2008)

**[Click here for ASA's TWO Page Non Approved Bats with pictures](#)**

(current listing, no changes as of August 29, 2008)

**[Click here for ASA's Non Approved Bats with Certification Marks \(2000 and 2004\)](#)**

(current listing, no changes as of March 31, 2008)

**[Click here for ASA's Non Approved Bats with 2004 Certification Marks](#)**

(current listing, no changes as of March 31, 2008)

The ASA periodically and randomly tests samples of bat models bearing the ASA approved certification mark to verify compliance with the ASA bat performance standards. Below are links for press releases announcing results of compliance testing as well as FAQ's regarding bat models withdrawn from ASA Championship play until further notice. The "ASA Banned Bats" link below contains the most up-to-date listing of bat models withdrawn from ASA Championship play. Models placed on that list will be allowed for use in ASA Championship play if they bear the ASA recertification mark (shown in the link below).

**[Altered/Doctored Bats](#)**

**[Grandfathered Bats No Longer Authorized Beginning in 2008](#)**

**[ASA Court Order Press Release](#)**

**[ASA Court Order Judgement](#)**