



# The Sports Page



## Stoned

### Motörhead, Bethesda, 6/30/10, 7:30pm

Wednesday night **Motörhead** had a double-header. The first game was at 7:30 and was our regularly scheduled game against **Havenstone**. In the second game we faced **Flexible Metals** at 9:30 in a rain makeup from 6/16.

We didn't know much about either opponent, but what we did know was promising. **Havenstone** was 0-2 and had been absolutely hammered in both games. **Flexible Metals** was 1-0, their only win over **Havenstone**, 17-2.

When we saw **Havenstone** we saw that most of them were older, like the **Dirty Dozen**, so we didn't expect the kinds of challenges a really good team can present.

I won the coin toss and made us Home Team for the **Havenstone** game. We took the field and immediately threw a donut on **Havenstone's** side of the scoreboard. We started our first chance to score with a line-out, but two singles and a walk quickly loaded the bags. "Igneous" **Rock McCoy** unloaded a pair of them with a double and we led 2-0. A second double made it 3-0 before a pair of FOs ended the inning.

We threw **Havenstone** a donut in the second inning and they threw it right back. We threw it back at them in the third and, once again, **Havenstone** threw it right back. At this point that raggedy donut was getting a little funky, so we stopped throwing donuts and hit the ball.

**Havenstone**, not only resembled the **Dirty Dozen** with regards to their great age, but also hit like them, dinking and dunking and not really presenting a legitimate run scoring threat beyond a few singles.

In the top of the fourth, **Havenstone** got the bats going and put two runs on the board. It was exactly the wake call we needed, too. **Motörhead** and all the other McCoy Softball teams had been in a scoring slump of late and that three spot in the first, coupled with a **Havenstone** team we were shutting out, served to give us confidence; maybe a little too much confidence. When the score was 3-2 in the middle of four and we realized we were in danger of losing, we started swinging the bats again. We started with a single and a fly-out then **Bryce "Basalt" Bessette** busted a deep shot over CF for a triple and we led 4-2. A single made it 5-2 and two more singles covered the bags with black shirts. A fly-out chased home a run to make it 6-2 then **Elden "Quartz" Kasmier** busted a two-out, two-run double and our lead expanded to 8-2. **Tim "Tanzanite" McCoy** made it 9-2 with a triple, but a fly-out ended the inning and we'd thrown a half dozen runs of Aflac on the board!

Things settled down in the fifth inning and neither team scored. In the top of the sixth there wasn't a whole lot of clock left and **Havenstone** used it up scoring three runs, but we withstood the charge and won the game 9-5!

Time limit	1	2	3	4	5	6	7	Total
<b>Havenstone</b>	0	0	0	2	0	3	-	5
<b>Motörhead</b>	3	0	0	6	0	x	-	9

This was exactly the kind of game we needed, not only for **Motörhead**, but all four of our recently struggling teams as **Havenstone** ran into a hard place called **Motörhead!** We played great defense, but, then **Havenstone's Dirty Dozen** style attack was easily fended off. Our offense was as good as it needed to be as we put up two crooked numbers, but failed to score in three of five innings. We all realized we'd have to score more often against our next opponent of the night.

The thing I liked most about that game was the way we dug in and rallied when **Havenstone** closed the game to 3-2 and our little lead evaporated. We immediately threw a half dozen on the board to pad our lead. There was a lot of good discussion in the dugout throughout the game as players helped each other and suggested hitting advice. We all listened and wound up with a big inning and a win. Good job, **Motörhead!**

**Guarionex "Marble" Montano** was 2-2. Seven others made only one out apiece as we spread it around pretty well.

## Heavy Metals

### Motörhead, Bethesda, 6/30/10, 9:30pm

So, we sat around and watched the 8:30 game waiting for our 9:30 and the two teams who played were **Team McClung** and **Flexible Metals**, the team we would face in the second half of our double-header. It was a perfect opportunity to scout **Flexible Metals**, but we would also be sitting on our butts for an hour while **Flexible Metals** got ready for us. Of course we'd be a little better rested by taking the hour off.

As we sat and watched we didn't see anything from either team that scared us, provided, of course, we kept hitting the ball, preferably better than we'd hit against **Havenstone**.

One of our guys popped a quad muscle for the second week in a row and couldn't run, so he took one for the team and became a base coach for the next game, rather than a possible base running liability. We had all eleven guys at the game, so we knew we could drop to ten and be fine. Nobody loves to do their EHing, but that's why we carry eleven regular players. You never know what could happen and it's good to have the options we have carrying eleven guys.

So we were playing that game for our injured man and also for one of our other guys who plays the occasional tournament with **Flexible Metals**. Our guy felt he hadn't been treated right on Saturdays and wanted us to smack them around a little.

Whatever the peripheral reasons were, at the heart of the matter we just really enjoyed beating **Havenstone** and wanted to make the double-header a sweep with a solid win over a good team. Winning is contagious and it just takes one win to spread the bug to everybody.

**Flexible Metals** lost a fairly close game to **Team McClung** and we were up. We were Visitors. It was time to ante up and put a few runs on the board!

A pair of base hits started the game then a fly-out gave us the first out. "Thorium" **Troy Kelly** gave us the first run on a single and a fielder's-choice gave us two down. A single kept the inning alive and loaded the bases for **Bryce** "Berkelium" **Bessette** who busted gap for a two-out triple! Three runs scored to make it 4-0, but a fly-out ended the run. **Flexible Metals** put two runs on us in the first, 4-2 after an inning.

We had to answer **Flexible Metals'** deuce immediately to keep the pressure on them and we knew it. They'd only scored a few runs in their first game against a defense that wasn't any better than ours. We wanted to throw runs all over the board and keep scoring all game. In the second inning we were not disappointed.

We started with a fly-out followed by a double and a single. Another double and single each produced runs, 6-2, and a walk loaded the bases. A single plated two of them to make it 8-2 before a fly-out and fielder's-choice ended another four-run rally. We threw **Flexible Metals** a lock washer and led 8-2 after two.

We got a run in the third when **Philip** "Uranium" **Robinowich** shot a one-out triple and a fly-out put him across the plate. At this point **Flexible Metals** all got together in front of their dugout and tried to pump each other up. I'm pretty sure I heard part of the 23rd Psalm, but who knows what they were doing to try and get juiced. Whatever it was worked and **Flexible Metals** scored five runs on pesky singles and doubles and they got even more psyched. We, on the other hand, took it in stride. The reason you score nine early runs is to be able to absorb a five-spot and still be leading 9-7.

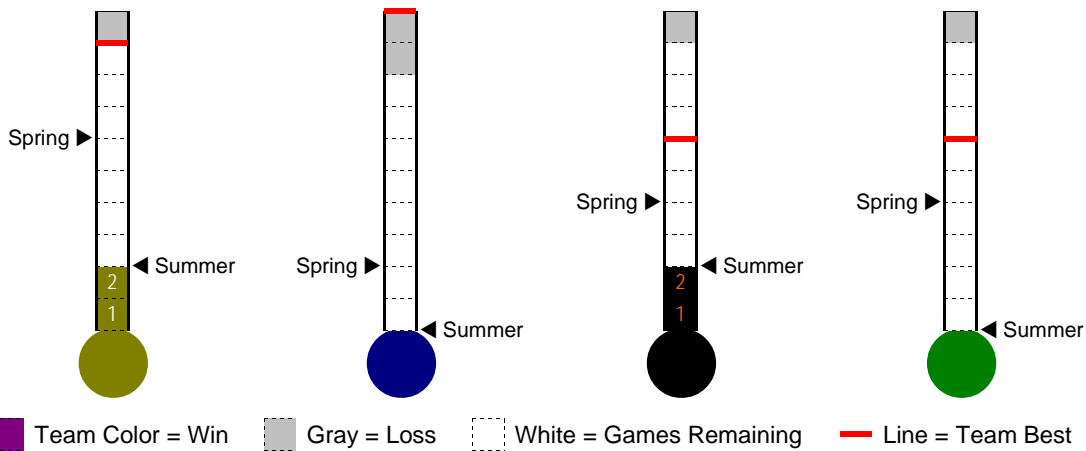
Once again, we'd been offered a wakeup call and in the top of the fourth inning it was time to do something about it like we had with that six-spot in the previous game. We quickly dropped three singles to load the bases. Two more singles, each producing runs made it 11-7 then a double plated two more to put us up 13-7! A fly-out let a run score to make it 14-7, and another double made it 15-7! A fly-out gave us our second out, but **Guarionex** "Mendelevium" **Montano** wasn't done yet and stroked a two-out, RBI double to expand our lead to 16-7! A fly-out ended the run, but the ten of us had batted eleven times to score seven runs and answer that wakeup call. We limited **Flexible Metals** to a run, 16-8 after four innings.

We got a run in the top of the fifth inning on a two-out single from **Calvin** "Samarium" **Shakir**, but a BOOB what was likely to be our final time at the plate. **Flexible Metals** rallied a bit in the bottom of the fifth with the clock gone, but only managed one run and we won the game, 17-9!

Time limit	1	2	3	4	5	6	7	Total
<b>Motörhead</b>	4	4	1	7	1	-	-	<b>17</b>
<b>Flexible Metals</b>	2	0	5	1	1	-	-	<b>9</b>

In a battle that pitted **Flexible Metals** against the heavy metal of **Motörhead** the larger isotopes prevailed. We'd gotten hot the first game and carried it right on through the second getting even hotter against a better team. Our "D" was solid and our hitting was outstanding. Guys were hustling and sliding and diving for balls and generally playing their guts out. Great game, **Motörhead!**

"Tungsten" **Troy Kelly** was 3-3 with a walk and an RBI. Five others were 3-4 with tons or ribbies.



<b>Dirty Dozen</b>	<b>The Cowboys</b>	<b>Motörhead</b>	<b>Jets</b>
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Rain Numbers for Each Park			
<b>Bethesda</b>	<b>Bethesda</b>	<b>Bethesda</b>	<b>Geo. Pierce</b>
(770) 822-8882	(770) 822-8882	(770) 822-8882	(770) 822-8882

**“When in doubt, come on out.”**

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

**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 - 10 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 - 10 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 - 10 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 - 10 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 - 10 vs. Havenstone

**Thursday 8/5/10** at George Pierce Park - Summer 2010  
JM 9:00 - 1 vs. Peachtree Coatings

**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 - 10 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 - 10 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 Women's - No Homers, No Curtsies No PST	
The Dead Lois's **	3-0
<b>Dirty Dozen</b>	2-1
Get Dirty ***	2-2
Team Dynasty ***	2-2
<b>Warthogs</b> **	0-4

overall  
record



16-7  
n/a  
9-10  
3-2  
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	
ECS Wolves **	3-0
<b>Roosters</b>	3-0
USA **	2-0
Average Homeboys	1-2
Shroom Bombers	1-2
Hooters Outkast	0-2
<b>Luxury Landscape</b> **	0-2
<b>The Cowboys</b>	0-2

overall  
record

2-3  
0-0 ←  
1-5  
0-0  
0-0  
0-0  
0-0 ←  
0-0

**The Cowboys** play **Luxury Landscape** and **Roosters** next in a double-header.

**Luxury** is beatable. They are the red team losing to **USA** before our last game. **Roosters** is 3-0, but the **Dirty Dozen** beat them this Spring 11-6. They're beatable, too, but better than **Luxury Landscape**.

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

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

The rainout from Tuesday, 6/15/10, at 9:30 vs. the **Luxury Landscape** will be made up on **Tuesday, 7/6/10**, at **8:30** on Field **9** as the first game of a double-header.

Wednesday - Bethesda Men's - Equalizer, No Steals	
Argo and Sons **	3-0
<b>Motörhead</b>	2-1
State Farm **	2-1
Flexible Metal **	1-2
<b>Team McClung</b> **	1-2
Havenstone **	0-3

overall  
record

0-0  
0-0  
0-1  
1-0  
0-0 ←  
1-0

**Motörhead** plays **Team McClung** next. They are 1-2, their losses coming at the hands of **State Farm** and **Argo and Sons**, the two toughest teams we'll face this season. They beat **Flexible Metals**, but only by a couple of runs.

Keep the hitting going and we're in good shape guys.

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	
American Gladiators **	2-0
Tainted Glove **	1-0
ViaSat **	1-0
<b>Jets</b>	0-1
<b>Peachtree Coatings</b> **	0-1
RTS **	0-2

overall  
record

0-1  
0-0  
0-0  
0-0  
0-0 ←  
0-0

The **Jets** play **Peachtree Coatings** next. They are 0-1 having lost to **ViaSat** right before our last game and, frankly, I didn't see anything out of either team that scared me.

Let's get it rolling again **Peachtree Coatings** next game!

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

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

The rainout from Thursday, 6/17/10, at 9:00 vs. the **ViaSat** will be made up on **Thursday, 7/22/10**, at **10:00** on Field **1** as the last game of a double-header.

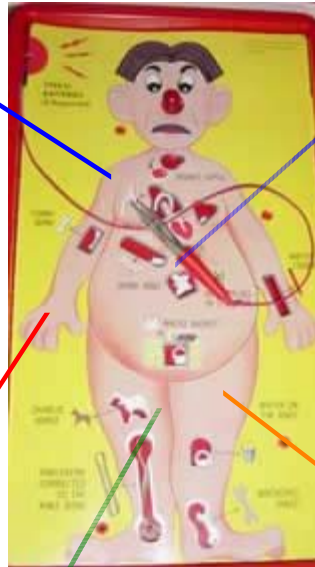
# The DL



**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 there, Cam!



**Howard Robinowich** popped a quad muscle for the second week in a row and has to miss a game.  
Stay with it, Hojo!



**Qron Outlaw** injured a hammy Thursday night. He expects to be running again after a week off.  
Hang in there, Q!

# 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](#)**