



# The Sports Page



## Kast Out

### The Cowboys, Bethesda, 7/27/10, 7:30pm

Tuesday night the surging **Cowboys** faced an opponent we weren't entirely sure about; not because we didn't know them, but rather because we did. The **Cowboys** had started the season 1-3, but had won their last two to get to .500, while **Outkast** was sitting at 2-4, having lost to some teams we figured they should have beaten. **Outkast** had given our teams fits over the last year or so, so we expected to see a tough team, but instead we faced a middle-of-the-road kind of team with a couple of different faces and mismatched shirts.

When you face an unknown opponent you have to treat them as a tough team and if they're not so tough you win quickly. If you treat an unknown as an easy team and they're not, your drive home after the game can be fraught with cuss words.

After winning every coin toss I called last week (4-0, thank you very much), we came up losing and were Visitors against **Outkast**. We started the game with a ground-out and fly-out and **Outkast** was playing a five man infield with only three guys in the grass. A double to right kept us going in the first and a walk followed, but a fielder's-choice to that extra infielder in the middle ended any rally we might have teased to life. We held **Outkast** to a donut, no score after the first.

We got one run in the second inning, on a bases loaded, two-out single from **Jonathan "Apple" Brivette** to take a slender lead. That extra infielder was doing a lot of business against us. We held **Outkast**, 1-0 after two. All we did in the third inning was strand a leadoff single, but we similarly held **Outkast** and retained our 1-0 lead after three.

We hit a little better in the fourth inning and alternated three singles and three outs. "Raggedy" **Andy Matz** drove in a two-out run on the final single and we led 2-0 in the middle of the fourth. We had adjusted to **Outkast's** extra infielder by the middle by hitting down the LF and RF lines and our adjustment worked, but we still only had two runs. We, on the other hand, had been playing with a short fielder to stop **Outkast's** little hits. They didn't adjust in the fourth and swallowed another donut to trail 2-0.

Our adjustments began to pay off in the fifth as we started the inning with a pair of singles. A fielder's-choice and a single made it 3-0, but a fly-out gave us two down. "Igneous" **Rock McCoy** and **Elden "Berry" Kasmier** followed with two-out, RBI singles to put us up 5-0 and another base hit loaded 'em up for **Josh "by Gosh" Carper** who cracked a two-out, two-run double to put us up 7-0! A single from "Dandy" **Andy Matz** made it 8-0, but the inning ended when a runner ran to third and was tagged. The tag missed, but the runner had passed the bag and got out trying to get back. So, our adjustments had worked and we had increased our lead to 8-0. **Outkast** realized they were on the ropes in the bottom of the fifth inning and rallied for four runs, cutting our lead in half to 8-4 after five.

We didn't score in the top of the sixth, though we knew we had only three minutes left in the game and we wouldn't get to bat again. **Outkast** rallied again, but our shifted defense was up to the challenge as we held them to a lone run and won the game 8-5!

Time limit	1	2	3	4	5	6	7	Total
<b>The Cowboys</b>	0	1	0	1	6	0	-	<b>8</b>
<b>Hooters Outkast</b>	0	0	0	0	4	1	-	<b>5</b>

Adjustments and lack of adjustments made the difference Tuesday. We changed the way we hit when we suddenly faced an unorthodox defense, but **Outkast** failed to change as quickly or as efficiently. They were concerned with trying to burn out short fielder instead of just hitting the ball some other direction, where we left that middle infielder alone and started poking down the foul lines. It wasn't a huge offensive game Tuesday night, but I'll give The **Cowboys** major props for doing what we had to do when **Outkast** took some of our bread and butter away. Our defense was solid the whole game and we made a few really nice plays and made all the routine ones. Great game, **Cowboys!** You are the first of our teams to four wins!

**Norman "Topographical" Mapp** was 3-3. Six others only made on out apiece.

## Paying our Premiums

### Motörhead, Bethesda, 7/28/10, 6:30pm

Wednesday night **Motörhead** had another test ahead of it in the name of **State Farm**, the first team we'd played in Summer 2010. We had started the season with a 13-3 loss then got hot and ran off three straight wins to go 3-1. We then lost an extremely close game, one that we'd led until the final at bat, to 4-0 **Argo and Sons** then dropped one to **Flexible Metal**, a team we had beaten earlier 17-9.

So at 3-3 we faced another challenge. Not only was **State Farm** 5-1, and ahead of us in the division, but we needed some pay back from that 13-3 run rule loss when we were so green half the team didn't know the other half's names yet.

I literally stole the coin toss and exploited the petty larceny to get us Home, so we headed for the field. (It ain't easy bein' sleazy, but I take 'em for the team...)

We hit the field and didn't stay long as three nice plays put **State Farm** down in order and it was our time to put something on the board. I told the guys we needed to get two or three runs before we hit the field again, so we set about doing just that. We led off with a pair of singles and a fielder's-choice then loaded the bags with another single. "Terrence & Philip Robinowich singled to put us up 1-0 and another single drove in a pair to get us three. A fly-out gave us two down and a BOOB ended the inning. So we had a decent early lead, but I wished I had told the guys to get eight or nine runs, instead of two or three.

In the top of the second **State Farm** kept hitting well, but we weren't able to get to all of them, like we had in the first inning, and before it was over **State Farm** had scored nine runs to lead 9-3, middle of two. In the bottom half, we started off with a single, but two fielder's-choices and a fly-out later we still trailed 9-3.

We traded donuts with **State Farm** in the third and threw them another one in the top of the fourth. We got one back, double, single, single, then went down 1-2-3, now 9-4 after four. We'd been able to stop **State Farm** from hitting, but we still needed a couple of good crooked numbers to take the lead. We held them again in the top of the fifth and got two more back on singles to close the gap to 9-6 and we could just about taste the comeback, but couldn't quite get the rhythm section going at the plate.

The clock showed fewer than four minutes remaining when we hit the field for the sixth inning, so we knew there wouldn't be a seventh unless the score was tied. Once again we held **State Farm** and we had one more chance to live or die in the bottom of the sixth. We led off with a line-out and a ground-out for two down. A single followed, breathing some life into our offense, but the flame flickered and died when the next guy got out and we lost 9-6.

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

If you look at our now 3-4 record you might see a team who's been getting beat up, but such is not the case with **Motörhead**. We are a better team than our record would indicate and we're really not far away from winning the kind of close games we've been losing. We had **Argo and Sons** on the ropes a couple of weeks ago, but they came form behind and got us in their final at bat. **State Farm** wore us out the first time we played them, but we played them very close Wednesday. This game we just didn't hit enough. We're just paying our dues right now, guys. It's going to come together in a big way.

Seven guys only made one out apiece, but nobody batted 1.000.

We are still improving, **Motörhead**. We play **Havenstone**, **Team McClung** and **Argo and Sons** to finish the season. We face an easy team, a middle of the road team and a tough team. We have a chance to improve each week by playing progressively stronger teams each week. We should easily end up 5-5 this season, one win better than in Spring 2010, and we have a good shot at ending up 6-4 and tying the record for **Motörhead's** best record. We just need to use each game to become more consistent and get more game experience under our belts.

## **Ye Olde Record Book**

### **Five Guys Hit Milestones**

Last week one of our guys played his 1000th game and another played his 100th, both major milestones. Another guy who's already over 1000 hit another century and two more guys played their 50th games with McCoy Softball teams. If you've played 50 games with us, you're a veteran.

Tim and I appreciate the dedication and love for the game that these milestones represent. We've seen each of these five guys suffer through injury, slumps and nasty weather to play hard and win. It's been a pleasure chewing the same dirt with you guys!

Congratulations!

# Ye Olde Record Book

**Norman S. Mapp, Jr.** has played 1004 games on McCoy Softball teams. His 1000th game came on 7/21/10 where the **Dirty Dozen** beat the **Warthogs** 21-0 and Norm was 3-3 with two RBI.

Norm is only the 7th player to join the 1000 club, behind **Rocky McCoy**, **Tim McCoy**, **Robbie Crider**, **Carolyn LaRue**, **Deanna Dennis** and **Gregg Brooke**. Norm is 302 games away from passing Gregg for sixth.

<b>Dirty Dozen</b> .....	390
<b>The Cowboys Tour</b> ....	214
<b>The Cowboys</b> .....	187
<b>Mixed Nuts</b> .....	84
<b>Smoke on the Water</b> ....	51
<b>Motörhead</b> .....	31
<b>The Jets</b> .....	28
<b>The Cincinnati Reds</b> ....	12
<b>Jets</b> .....	5
<b>Rocky Horror</b> .....	2
Total .....	1004



Along the way, Norm has racked up a lot of Batting Titles. He's earned nine Titles and two seconds on Men's teams, four Titles playing Coed and seven Titles and four seconds in Men's tournaments.

# Ye Olde Record Book



**Pablo Isern** has played 104 games with McCoy Softball. His 99th and 100th were on 4/29/10 where **Motörhead** lost to **Sweetwater** 16-1, but beat the **Reds** 16-3, where Pablo was 3-4 with two RBI.

Pablo is the 72nd player to play 100 games out of the 738 who have played with us.



**Robbie Crider** has played 1601 games with McCoy Softball. His 1600th was on 7/21/10 where the **Dirty Dozen** beat the **Warthogs** 21-0 and Robbie was 3-3 with three RBI.

Robbie has played the third most games in McCoy Softball history.

# Ye Olde Record Book



**Andy Matz** has played 57 games. His 50th was on 7/8, a loss to **Tainted Glove** in eight innings. Andy was 2-4 with two RBI.

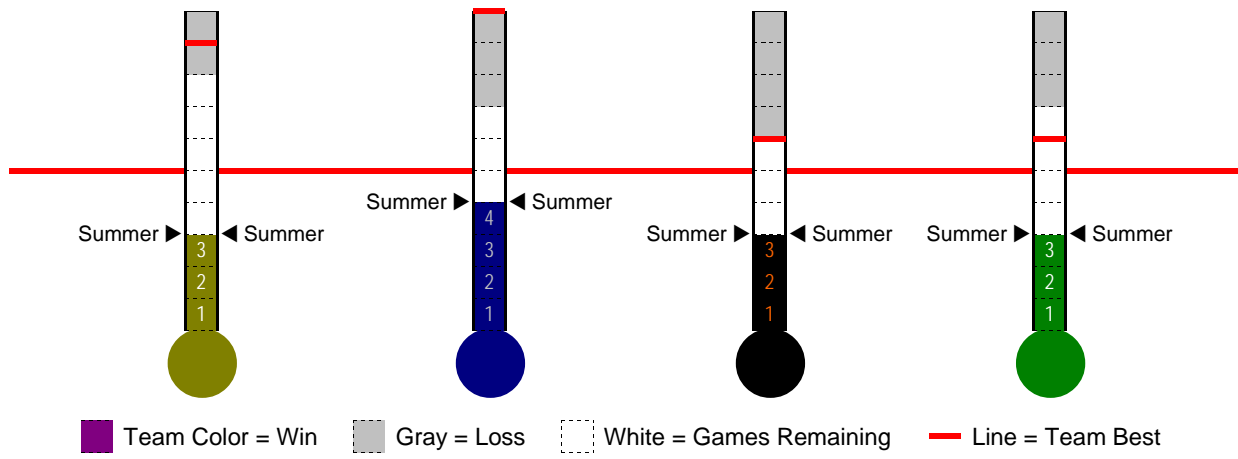


**Troy Kelly** played his 50th McCoy Softball game Wednesday night against **State Farm**, in a 9-6 loss.

**Jason Tyler** should get his 50th Thursday night.

**James Brown** is at 44 games, but is not a regular player at the moment.

**Jonathan Brivette** is right at 40 games and **Guarionex Montano** and **Calvin Shakir** are each at 36.



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

“When in doubt, come on out.”

**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. Tainted Glove

**Monday 8/16/10** at Bethesda Community Park - Summer 2010

DZ 6:30 - 8 vs. Team Dynasty (makeup from 7/26/10)



**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



DZ ?:? 8 vs. TBD

**Tuesday 9/28/10** at Bethesda Community Park - Fall 2010

CB ?:? 8 vs. TBD

**Wednesday 9/29/10** at Bethesda Community Park - Fall 2010

MH ?:? 10 vs. TBD

**Thursday 9/30/10** at George Pierce Park - Fall 2010

JM ?:? 1 vs. TBD

**Monday 10/4/10** at Bethesda Community Park - Fall 2010

DZ ?:? 8 vs. TBD

**Tuesday 10/5/10** at Bethesda Community Park - Fall 2010

CB ?:? 8 vs. TBD

**Wednesday 10/6/10** at Bethesda Community Park - Fall 2010

MH ?:? 10 vs. TBD

**Thursday 10/7/10** at George Pierce Park - Fall 2010

JM ?:? 1 vs. TBD

**Monday 10/11/10** at Bethesda Community Park - Fall 2010

DZ ?:? 8 vs. TBD

**Tuesday 10/12/10** at Bethesda Community Park - Fall 2010

CB ?:? 8 vs. TBD

**Wednesday 10/13/10** at Bethesda Community Park - Fall 2010

MH ?:? 10 vs. TBD

**Thursday 10/14/10** at George Pierce Park - Fall 2010

JM ?:? 1 vs. TBD

**Monday 10/18/10** at Bethesda Community Park - Fall 2010

DZ ?:? 8 vs. TBD

**Tuesday 10/19/10** at Bethesda Community Park - Fall 2010

CB ?:? 8 vs. TBD

**Wednesday 10/20/10** at Bethesda Community Park - Fall 2010

MH ?:? 10 vs. TBD

**Thursday 10/21/10** at George Pierce Park - Fall 2010

JM ?:? 1 vs. TBD

**Monday 10/25/10** at Bethesda Community Park - Fall 2010

DZ ?:? 8 vs. TBD

**Tuesday 10/26/10** at Bethesda Community Park - Fall 2010

CB ?:? 8 vs. TBD

**Wednesday 10/27/10** at Bethesda Community Park - Fall 2010

MH ?:? 10 vs. TBD

**Thursday 10/28/10** at George Pierce Park - Fall 2010

JM ?:? 1 vs. TBD

**Monday 11/1/10** at Bethesda Community Park - Fall 2010

DZ ?:? 8 vs. TBD

**Tuesday 11/2/10** at Bethesda Community Park - Fall 2010

CB ?:? 8 vs. TBD

**Wednesday 11/3/10** at Bethesda Community Park - Fall 2010

MH ??? 10 vs. TBD

**Thursday 11/4/10** at George Pierce Park - Fall 2010

JM ??? 1 vs. TBD

**Monday 11/8/10** at Bethesda Community Park - Fall 2010

DZ ??? 8 vs. TBD

**Tuesday 11/9/10** at Bethesda Community Park - Fall 2010

CB ??? 8 vs. TBD

**Wednesday 11/10/10** at Bethesda Community Park - Fall 2010

MH ??? 10 vs. TBD

**Thursday 11/11/10** at George Pierce Park - Fall 2010

JM ??? 1 vs. TBD

**Monday 11/15/10** at Bethesda Community Park - Fall 2010

DZ ??? 8 vs. TBD

**Tuesday 11/16/10** at Bethesda Community Park - Fall 2010

CB ??? 8 vs. TBD

**Wednesday 11/17/10** at Bethesda Community Park - Fall 2010



MH ??? 10 vs. TBD

**Thursday 11/18/10** at George Pierce Park - Fall 2010

JM ??? 1 vs. TBD

## 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	
 The Dead Lois's **	5-0
 <i>Get Dirty</i> ***	4-3
 <b>Dirty Dozen</b>	3-2
 <i>Team Dynasty</i> ***	3-4
Warthogs **	0-6

overall record



16-8  
9-10 ←  
n/a  
3-2 ←  
2-0

The **Dirty Dozen** plays **Get Dirty** and **Team Dynasty** in a double-header next. **Dynasty** has been getting beat up of late, but they played us tough early in the season, though we won 13-4, but **Get Dirty** kicked the fuzz off us last time we played them.

It's crunch time, ladies; time to ante up and bring it on home. If we win the rest of our games the championship is ours. Hit the ball, guys!

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

The rainout from Monday, 7/26/10, at 6:30 vs. **Team Dynasty** will be made up on **Monday, 8/16/10, at 6:30 on Field 8.**

Tuesday - Bethesda	
Men's - No Homers, No Steals	
USA **	7-0
ECS Wolves **	6-1
Roosters	5-2
<b>The Cowboys</b>	4-3
Shroom Bombs	3-4
Hooters Outkast	2-5
Average Homeboys	1-6
<i>Luxury Landscape</i> **	0-7

overall record

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

**The Cowboys** plays **Luxury Landscape** next. They are 0-forever and way out of contention for the top spots.

An ofer can be a dangerous team, late in a season, though. Don't overlook them. Play hard. Hit like crazy. Get it done in four innings and go home early.



Let's go get that fifth win, guys. When we get the fifth, we're guaranteed not to be losers at the end of the season!

Go get 'em, **Cowboys!**

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

Wednesday - Bethesda	
Men's - Equalizer, No Steals	
Argo and Sons **	7-0
State Farm **	6-1
Flexible Metal **	3-4
<b>Motörhead</b>	3-4
Team McClung **	2-5
<i>Havenstone</i> **	0-7

overall record

0-1  
0-2  
1-1  
0-0  
1-0  
1-0 ←

**Motörhead** plays **Havenstone** next. They're 0-forever, but we only beat them by three runs or so earlier this season. Let's put 'em down in four innings this time and not look back. I want to see us hitting the ball again!

Two more wins gets us to .500 and if we win the last three games we'll be winners!

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



Thursday - George Pierce	
Men's - Equalizer, No Steals	
<i>American Gladiators</i> **	6-0
Tainted Glove **	4-1
<b>Jets</b>	3-3
RTS **	3-3
ViaSat **	1-5
Peachtree Coatings **	0-5

overall record

0-1 ←  
0-1  
0-0  
0-1  
2-0  
1-0

The **Jets** play the **American Gladiators** next. They beat us 12-2 to start the season, but we're not as green a team as we were that first game.

Let's stay hot and keep hitting the ball, guys. Remember to relax in the field and not try to do more than we can do well.

We're one kill away from tying last season's record and three away from being winners. Go get 'em **Jets!**

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



# The DL



**Dean Binder** injured his sternum and had to rest it Monday, 7/26.

Hang in there, #12!



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

We miss you, #44!



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

He's out of the cast now.  
Hang in the, Cam!



**Jonathan Brivette** injured a knee twisting it and falling while practicing before his game Tuesday. He's been playing, but limping.

His MRI is Thursday.

Cross yer fingers, #22!



**Ryan Conklin** injured groin muscle and has now had to miss for a second week. He's still day-to-day.

Hang in there, #19!

# Birthdays & Spring 2010 Batting Titlists

## 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

## August Birthdays

Tyler, Jason	8/2
Garrett, Michael	8/4
Waight, Anthony	8/6
Pervis, Adam	8/9
Jefferys, James	8/11
Foss, Marlene	8/13
Chaney, Gerald	8/14
Newman, Liz	8/16
Brown, James	8/17
Miller, Taylor	8/17
Sumner, Jack	8/17
Harris, Don	8/20
Graham, Michael	8/25
Ortiz, Steve	8/25
Moon, Blake	8/30



**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**



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

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



Above team average:

**None**



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

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



Above team average:

**None**



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

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



Above team average:

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

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

*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](#)**