



# The Sports Page



## Sleep Walk

### Dirty Dozen, Bethesda, 10/3/16, 6:30pm

The Softball week began with a thud as the **Dirty Dozen** lost to **DUCK!**

We had the 6:30 game and had three guys roll in far enough after 6:00 to drift to the bottom of the lineup, but a change to the planned lineup should not have mattered. The **Dirty Dozen** should *always* beat **DUCK!** Just sayin'.

**DUCK!** scored a run in the top of the first inning and we quickly loaded the bases on three singles. **Brad Mace** singles home two runs then we went down 1-2-3 and spiraled downward from there to lose 10-3..

Seriously?	1	2	3	4	5	6	7	Total
<b>DUCK!</b>	1	0	1	2	0	2	4	<b>10</b>
<b>Dirty Dozen</b>	2	0	0	1	0	0	0	<b>3</b>

It was like we sleep walked through that game. We never seemed to wake up and get busy with the bats. That's a shame, too, as we still have a shot at First Place if we win the rest of our games. We'd have been right in the thick of things had we shown up and gone **DUCK!** hunting. Seriously, **Dirty Dozen**...?

**Brad Mace** was 2-3 with two RBI, **Larry Civelli** was 2-3 with one rib, **Jason Tyler** was 2-3, too, and **Mark Irwin** and **Kyle Shelton** were each 1-2.

## Balling

### Walking Dead, Bethesda, 10/3/16, 7:30pm

The **Walking Dead** faced a double-header against two bottom feeders in the 0-5 **ACC Ballers** and 1-4 **Next Level**. None of our teams had ever played the **ACC Ballers**, so we didn't know exactly what to expect, but we had a good idea, judging from the standings and looking at them across the field.

They were young and inexperienced and learning the game, but they probably could have beaten the **Dirty Dozen** Monday night, because the **Dirty Dozen** was just that bad.

We took the field first and threw the **ACC Ballers** a quick bubble then we hit the ball. We put six on the board. **Tim McCoy** drove in the first one with a one-out single and **Mark Reilly** drove in the last with a two-out single. In between, we singled and doubled for four more and led 6-0 after an inning.

After a donut from the **ACC Ballers**, we put three more on the board to lead 9-3 after two. One more donut in the third and we were ready for a skunk. We put up two runs to lead 11-0 in the third then **Kyle Shelton** tripled with the bases loaded so we were up 14-0. Kyle scored on a ground-out and we won the game, by run-rule, 15-0!

Run rule	1	2	3	4	5	6	7	Total
<b>ACC Ballers</b>	0	0	0	-	-	-	-	<b>0</b>
<b>Walking Dead</b>	6	3	6	-	-	-	-	<b>15</b>

The **Walking Dead** scored five times the runs that the **Dirty Dozen** had scored and did it in fewer than half the innings. The **Walking Dead** hadn't had to play that vicious **DUCK!** team, though. It would have been easy to let down and let this team hang around. They were not as bad a team as that score would indicate. We just got the job done, staying sharp in the process. Good win, **Walking Dead!**

**Tim McCoy** was 3-3 with an RBI, **Kyle Shelton** was 2-2 with a walk and four ribs, **Mark Reilly** was 2-2 with two, **Justin Allen** was 2-2, too, and **Brett Shumaker** was 1-1 with a walk and a ribbies.

## Same Level

### Walking Dead, Bethesda, 10/3/16, 8:30pm

The **Walking Dead** had played **Next Level** the previous week, so we had some idea of what we were up against. We beat **Next Level** by a lot of runs, but we'd had to go seven innings to do it, scoring six in the seventh.

This time, we wanted to put them down quickly and stay sharp for the bigger games on the horizon. We did just that.

**Spencer Maddox** had to have a sub for the 6:30 **Dirty Dozen** game he was lucky to have missed and he called us part way through that game saying he'd be missing the **Walking Dead** 7:30 game. He showed up half way through the game in time to bat once.

Once again we were Home team and we hit the field first. **Next Level** score two, but we came right back and topped that in the bottom of the first. We loaded the bases between a couple of outs then **Robbie Crider** dropped two on the board with a single. A walk reloaded the bags then **Mark Reilly** singled for two and we had a lead we never relinquished, 4-3. **Justin Allen** drove in one more with a double. All eleven of us batted and we led, after one, 5-2.

**Next Level** put up a run in the second, but that wasn't even a scratch to what we would do that inning. We started back at the top of the lineup, having batted eleven times in the first. IN the second, we led off with a walk then the next ten guys singled and double, scoring nine runs (Three time what the **Dirty Dozen** scored in seven innings.) and we led 14-3 with nobody out! We quickly made to outs on back-to-back fly-outs, then the clutch hitting began. **Tim McCoy** singled home a run and scored on a **Kyle Shelton** triple. **Rocky McCoy** singled home a run and a double followed, but final fly stopped us. We batted eighteen times in the second inning, scoring thirteen runs and **Tim McCoy**, **Kyle Shelton**, **Rocky McCoy** and **Robbie Crider** were each 2-2 in the inning.

Now down, 18-3, **Next Level** needed to score one run to stay alive and make us bat in the bottom of the third inning. We dropped a goose egg on them and won the game, by run-rule, 18-3!

	1	2	3	4	5	6	7	Total
<b>Next Level</b>	2	1	0	-	-	-	-	<b>3</b>
<b>Walking Dead</b>	5	13	x	-	-	-	-	<b>18</b>

**Next Level** was a better team than the **ACC Ballers**, but the result was not much different as we just stroked the ball all over Field 9. They would have beaten the **Dirty Dozen**. They had three runs much earlier than had the **Dirty Dozen** and you've gotta figure they'd have put ten or twelve more on the **Dozen** in the next few innings. The **Walking Dead** did what it had set out to do, sending a weaker opponent home early and staying sharp as a razor. Another good win, **Walking Dead!**

**Robbie Crider** was 3-3 with three RBI, **Kyle Shelton** was 3-3 with two and **Tim McCoy** was 3-3 with a rib, while **Mark Reilly** was 2-2 with four ribbies, **Justin Allen** was 2-2 with an RBI and **Moe Kasham** was 1-1 with a walk and a rib.

## Dry Rot

### The Cowboys, George Pierce, 10/4/16, 7:00pm

**The Cowboys**, fresh off a string of four wins over divisional bottom feeders, we starting a new string of better teams. **Pitches Be Crazy** was the first of that stretch, a team **The Cowboys** had finally learned to beat.

The **Jets** were the first of our teams to face **Pitches Be Crazy**, and we beat them 13-3 in Summer 2015. They landed in **The Cowboys** division in Spring 2016, where they beat us twice by scores of 15-13 and 9-3. Despite a ten run rally in the bottom of the finally inning, we lost another one, 19-18, in Summer 2016. Then we beat them 17-11 en route to a Summer 2016 Championship to get over the hump.

This time we faced **Pitches Be Crazy** on Field 2. It was a strange night as **The Cowboys** were not all present a half hour before game time. **John Culligan** and **Tim McCoy** were just inside the half hour, Tim having had a flat tire. (This is why we plan for 30 minutes early. If something goes wrong, you're still soon enough not to have let your team down.) **Jason Stull** rolled up later than that. It's probably a thing for him. **Kyle Shelton** was late, but he agreed to sub just a few of hours before game time. So we were all present and accounted for when we hit the field for the Fall stretch drive.

**Tim Rice** was on time, but it was a close call. He'd been telling me for weeks that he wanted to "start the game right" on 10/4, when we'd be playing in the daylight on the upper field. We were mostly all present when we heard an airplane flying kind of low over the field and we looked up just in time to see something leave the plane. Soon we saw a parachute open and the skydiver began to trail blue smoke! As **Tim Rice** zig and zagged over the park we had to smile. I want to say I heard the Yellow Rose of Texas, but the wind kind of carried the sound away. The parachute was one of the little rectangular ones. It seemed small to me and Tim hit pretty hard, but once he got his wind back, he was fine. Tim told me that he was using smaller and smaller chutes every time he jumped so that, eventually, he wouldn't need one at all. I'm no skydiver, but I dunno...

We were Visitors and got started on time, but down on Field 1, they had to suspend the start of the game, because all the blue smoke had settled onto the field. The smoke just sat there ad you could hear **AKA Tree Removal** and **Reeves Young** coughing. After a while **Reeves Young** forfeited.

So, we led off with a single and double-play. A double kept us alive, but a ground-out ended any rally we might have spawned. We held **Pitches Be Crazy** scoreless and there was no score after one. It was a different story in the second inning. We started it with a double then go on top, 1-0, on a single from **Larry Civelli**. Then we went down 1-2-3. **Pitches Be Crazy** hit the ball, too, but didn't go dead after one run. They dropped seven runs on us, some of them with help from us and some from some new players we didn't know who stroked the ball.

We took the edge off that 7-1 deficit with a deuce in the top of the third, but **Pitches Be Crazy** came right back with two and we trailed 9-3 after three.

We started the fourth inning by loading the bases with one down, then strung together some singles. The first two drove in the first three base runners to make the score 9-6. Two more base knocks made it 9-8 then a single from **John Culligan** tied the game, 9-9. **Tim McCoy** put us on top, 10-9, with sixth straight single, but a fielder's-choice gave us two down. Not to worry, though. **Larry Civelli** cleaned off the bases with a two-out, two-run triple before a ground-out stopped us. We batted twelve times in the inning, scored nine runs and now led 12-9. Unfortunately, **Pitches Be Crazy** chose the fourth inning to hit the ball and put four runs on us to put us back in the hole, 13-12.

After all those fireworks in the second, third and fourth innings, neither team was able to mount a successful attack and nobody scored in the fifth or sixth innings. We were almost beaten in the bottom of six, too, as **Pitches Be Crazy** led us by a run with two minutes left on the clock. We went to our hurry up defense, getting the ball in quickly and, lo and behold, we made the third out with just six seconds on the clock! We'd earned a seventh inning!

With time still on the clock and not going to extra innings, we were not playing one-pitch. We started the last inning with a fly-out the a pair of base hits got us going the right direction. **Mike Mauk** singled home the tying run, 13-13, and we were back in business! A fielder's-choice gave us two down and a single loaded the bases then **Kyle Shelton** doubled, two men scored and we led 15-13! A walk reloaded the bases, but a line-out ended the three run rally. Now it was up to **Pitches Be Crazy** to rally, but we shut them out in the seventh inning and won the game, 15-13!

	1	2	3	4	5	6	7	Total
<b>The Cowboys</b>	0	1	2	9	0	0	3	<b>15</b>
<b>Pitches Be Crazy</b>	0	7	2	4	0	0	0	<b>13</b>

It was a close win over a tough team Tuesday. I'll take all of those we can get. It was good to know we still had that extra gear after playing weaker teams for a few weeks, but we had been smart during that easier stretch. We had stay sharp and blown up the weaker teams. We did show a little dry rot, though. We had some defensive issues in the second inning, though we settled in afterward. On the offensive side, we put three holes in the scoreboard. We can't be making holes against good teams. We made up for everything by hitting like crazy and hanging tough. That big niner got us in the game and the three at the end (equivalent to an entire **Dirty Dozen** game) gave us a chance to close one with our gloves. Great win, **Cowboys!**

**Andrew Hess** was 4-4 with a walk and three RBI and **Larry Civelli** was 4-4 with three. **Kyle Shelton** was 3-4 with four ribs, and **John Culligan** and **Jason Stull** were each 3-4 with a ribbies.

## Overconfident?

### Jets, George Pierce, 10/4/16, 9:00pm

The **Jets** were sitting at 3-2, but nobody was ready to throw dirt over us and place a stone on top. We're in a cozy six team division full of good teams, so an 8-2 Championship was not out of the question.

We had just dropped a game to **Short Bus Softball**, 18-9, and now faced the **Red Devils**, a team we've had plenty of success against in the past. The **Red Devils** are a very good team, but we've had their number for a while. Now we would play that number and stay in the race.

We were Home team Tuesday night and stay in the field too long in the first inning as the **Red Devils** scored three runs. In the bottom of one, we quickly scored two runs with two down then **Kyle Shelton** singled home two runs and we took a 4-3 lead. Then we went fly-out, walk, fly-out, but led 4-3 after the first.

We dropped a fortune cookie on the **Red Devils** in the second inning, then did some more hitting in the bottom of two. We threw three quick runs on the board with one down and had the bases loaded before a fly-out gave us two down. We scored a run on the fly ball and led 8-3. **Larry Civelli** drove in two two-out runs with a double and scored on a triple from **Jeremy Wood**. **Dan Delany** drove in Jeremy with a base knock and a single followed, but a fielder's-choice finally ended the inning. We batted thirteen times in the inning, scored eight runs and **Rocky McCoy** was 2-2 in the frame and we led 12-3 after two.

The **Red Devils** scored a run in the third and we capped it with two to lead 14-4. The **Red Devils** scored the only run in the fourth, but we led 14-5. We might have gotten a little overconfident by this point and the **Red Devils** burned us for it.

In the top of the fifth, the **Red Devils** got to hitting the ball. A couple of their guys hit the ball where we didn't expect it and they dumped line drive all over the field. The dropped a ten spot on us to take a 15-14 lead. In the bottom of the inning, there were 4-5 minutes left on the ol' ticker. As Home team, we wanted to, first, take the lead, and, second, run out the clock, so the red hot **Red Devils** couldn't bat again. We started with a double and tied the game, on a single from **Tyler Edema**, 15-15. A walk followed the single then **Tim McCoy** put us on top, 16-15, with a base lick. A fly-out scored an insurance run. Two singles followed the second out as we ran out the clock and won the game, 17-15!

Time limit	1	2	3	4	5	6	7	Total
<b>Red Devils</b>	3	0	1	1	10	-	-	<b>15</b>

<b>Jets</b>	4	8	2	0	3	-	-	<b>17</b>
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After a loss the previous week, we were loose and confident against a team we've owned of late. Then we got a little too confident and almost got something we'd really miss bit off. **The Cowboys** had taken advantage of poor clock management on the part of our opponent to score a **Dirty Dozen** in the final inning, then bring home the win with our gloves. The **Jets** used strong clock management to drop a **Dirty Dozen** in the last inning while killing the clock to deny our opponent another try. We played a solid game. We just got a little cocky. Good win, **Jets!**

**Tim McCoy** was 4-4 with four RBI, **Kelvin McCoy** was 4-4 and **Rocky McCoy** was 2-2 with a walk.

## **Motörhead +7**

### **Motörhead, Bethesda, 10/5/16, 8:30pm**

**The Cowboys** and **Jets** had won close games, where the clock had become important and we'd rallied to win games. Before that, the **Walking Dead** had run over two weaker teams to stay sharp. Even the **Dirty Dozen** had come from in front to give **DUCK!** a much needed win by keeping our offense in check pretty much the whole game.

Now it was time for **Motörhead** to shine and in a double-header against two long time rivals in **Motley Crew** and the **Sons of Pitches**.

**Tim McCoy** had been scrambling for subs as nobody seemed to want to play Wednesday night, but he found us a couple of good players, players who were old **Motörheaders** from way back. Trouble is, we even had a two regular players who didn't seem to want to play Wednesday night.

I had texted a couple of times with **Jorge Minervini**, just asking me how we were looking tonight, that sort of thing. That was around 5:30. Since I was home and looking at an 8:30 & 9:30 double-header, I took a nap. Around 6:30 Jorge dogged us, having to work late, but he texted me, instead of Tim, so we didn't find out until it was too late. No problem, I'd switch a position or two and we'd play with ten guys. The miscommunication was a boy dog, but we'd have the full complement of guys in the field against the 6-1 **Motley Crew**. We were not done screwing up, though. We never heard from **Chris Keagle** until Thursday: Oops, I was out of town; sorry about that.

So, we were clinging to a chance at First Place and a strong chance at second at 4-2, but we'd be playing with a three man outfield against, not one, but two teams who know us inside out and wanted to knock us off. All we could do was outwit our opponents and play the best "D" we could muster, short a position in the field. Yeah, I could have grabbed some hacker from a previous game and begged the other coach to allow the pickup, but, well, the hell with that. You don't get to play on **Motörhead** because you happen to be standing around at the park all night with no life, scratching yourself. If you play on **Motörhead** you've got to earn it. Win or lose: we're **Motörhead**, dammit!

We were Visitors against **Motley Crew** and **Kelvin Rachu** set a tone with a leadoff triple and scored on a base hit from **Tim McCoy**. We went fly-out, single, fly-out, fly-out to end the run, but we scored a run on the second fly ball and led **Motley Crew** 2-0. We held **Motley Crew** scoreless and led by a pair after one. We went down 1-2-3 in the second, but held **Motley Crew** scoreless again and retained our 2-0 lead through two.

In the third inning, we led off with a double then banged seven straight base hits! The singles netted us five runs then we scored a sixth on a base loaded double-play. A fly-out ended the ten at bat rally that had us on top, 8-0. **Motley Crew** got their bats going in the third, but briefly, and we led 8-1 after three.

We dropped a donut in the fourth inning, stranding runners on first and third with one down then **Motley Crew** went to work on us. They hit the ball and found our larger than usual gaps in the outfield and put eight runs on the board to take a 9-8 lead after four.

We responded, and hard, in the fifth. We had to. We were short in the field and hitting was our way to the W. We began with a fly-out then put to aboard on singles. **Kelvin Rachu** singled to tie the game, 9-9, and **Tim McCoy** put us up 10-9, on a base hit, but we were just getting started. The next four guy singled for three more runs 13-9. A fly-out gave us two down, but scored a run then **Rocky McCoy** doubled for a two-out run before a fly-out ended the seven run rally. We batted twelve times and **Rocky McCoy** was 2-2 in the stanza. We put a donut on **Motley Crew** and now held a 15-9 lead through five.

The clock was fading. We had one good inning left, two if neither team did much at the plate. We intended to score a bunch of runs and eat as much of that clock as possible doing it. We score two, the last run on a two-out double from Bennett Crews and led **Motley Crew** 17-9, middle of six. We had eaten away enough cloak to leave **Motley Crew** just one more chance. They rallied, as expected, but we held them to three runs and won the game, 17-12!

Time limit	1	2	3	4	5	6	7	Total
<b>Motörhead</b>	2	0	6	0	7	2	-	<b>17</b>
<b>Motley Crew</b>	0	0	1	8	0	3	-	<b>12</b>

If our game had been one of NFL teams, the talking heads would have made us an underdog by a touchdown or more and written us off. They would have looked at the subs and the fact that we were playing with just nine guys. What they might have forgotten about was that **Motörhead** is not just a name on a shirt. It's a brand. It means we get riled up and



we're not about to lie down. It means we're going to grit our teeth and show your our best when we're at our worst. Sure, we gave up more runs than usual, but we had fewer fielders than usual. Our offense won the day. We were going to hit the ball. We could see it each other's eyes. We were not going down without a fight. Hell of a game, **Motörhead!**

**Andrew Hess** was 4-5 with three RBI, **Dan Covault** was 4-5 with two ribs, **Kelvin Rachu** was 4-5 with a ribbies and **Rocky McCoy** was 3-4 with one RBI.

## Wölves

### Motörhead, Bethesda, 10/5/16, 9:30pm

Now that we knew that less had been more last game, we faced our second game with the aplomb of a pack of wolves who'd tasted the flesh of a force sent to destroy it. We liked the taste and wanted to hit some more as we moved from Field 9 to Field 8 to face the **Sons of Pitches**. We were not overconfident, mind you, just certain in our ability to hit the ball Wednesday night. We were still mad and still carrying out our payback with our bats against whoever was in the other dugout.

While we were playing **Motley Crew**, the **Sons of Pitches** were on the other field hammering **State Property** 24-8 while doing some chirping. That game had been short, so we entered our dugout against another confident opponent, who was taking a break before we came over.

We were Visitors again and threw two runs on the board in the first inning, each run scoring on a fly-out. The **Sons of Pitches** matched our deuce, 2-2 after one. We started the second inning with a pair of singles and a fly-out then went up 4-2 on a triple from **Kelvin Rachu**, who scored on a ground-out. A single and fly-out completed the frame and we led 5-2. We dropped a donut on the **Sons of Pitches** and held our 5-2 through two.

We added to our total, if incrementally, in the third inning, scoring two on a double to lead 7-2. The **Sons of Pitches** finally woke up their sticks in the third inning. They got a couple of runs then got all excited and that's when they're dangerous, sort of like **Cool Breeze**, their excitement and emotion building. They put seven on the board by the time we stopped them and we trailed, after three, 9-7.

We had an answer for that, y'all. It was the same answer we'd been speaking all night, but we said it really loud. We loaded the bases immediately on two singles followed by a walk then **Bennett Crews** drove in two runs with a base hit and it was a new ball game, 9-9. **Brett Shumaker** put us up 10-9 with a base hit and a walk reloaded the bags. A double and four singles later, our lead had swelled to 16-9 before a fielder's-choice gave us one out after eleven straight men had reached base safely. A walk followed then a fly-out drove in the tenth run of the inning before another fly ended our fifteen at bat rally. **Tim McCoy** and **Dan Covault** were each 2-2 while **Bennett Crews** was on base twice with a hit and a walk. Now leading 17-9, we faced the **Sons of Pitches** to see if they had any more crooked numbers in those bats. They had a single run and we led them 17-10 after four.

Once again, there was enough clock left for two skinny innings or one good one. Once again, we opted to hit like crazy and see if we could eat the whole clock. All nine of us batted in the top of the fifth inning and we scored four runs, the final one on a two-out double from **Brett Shumaker**, and we led 21-10. The **Sons of Pitches** rallied in the fifth, but eleven runs were too much of a hill to climb. They scored three and we won the game, 21-13!

Time limit	1	2	3	4	5	6	7	Total
<b>Motörhead</b>	2	3	2	10	4	-	-	<b>21</b>
<b>Sons of Pitches</b>	2	0	7	1	3	-	-	<b>13</b>

After we'd gotten all bowed up beating **Motley Crew**, we were a juggernaut and the **Sons of Pitches** were l the way. We played the same solid defense, though we gave up more runs than usual, because of the paucity of outfielders, but we did what we'd done the game before and hit, hit and hit some more. Offensively, we built a decent lead, our opponent got a crooked number and grew a lot of momentum, so we immediately smashed them with that ten spot and settled them down. Another great job, **Motörhead!**

**Dan Covault** was 5-5 with an RBI. **Kelvin Rachu** was 3-4 with a walk and three rib and **Rocky McCoy** was 3-4 with four.