



The Sports Page



Waltzing Dead

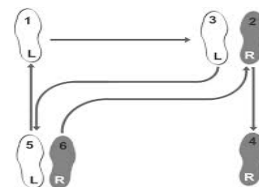
Walking Dead, Bethesda, 10/13/14, 6:30pm

It was going to be a long, long night for McCoy Softball. In each of the Monday divisions there were an odd number of teams, meaning each team would play a double-header. The **Walking Dead** had its double Monday evening. The **Dirty Dozen** had its, right after.

The first of the quadruple-header pitted the **Walking Dead** against **DUCK!**, a team we knew well as we play them twice a season. The **Walking Dead** had won four straight against **DUCK!** and were 7-1 against them. We had won the last meeting a couple of games earlier and had scored two in the bottom of the bottom of the seventh inning to win 7-6. **The Cowboys, Dirty Dozen** and **Walking Dead**, combined, held a 21-2 advantage over this team, who began in Summer 2008 as the **Warthogs**.

We were Visitors and therefore batted first, leading off the game with a walk, followed by a double and we were quickly in business. The first run of the game scored on a ground-out, but a fly-out and line-out left us wanting more as we went down 1-2-3. **DUCK!** started well, too, and put a deuce on the board to lead us 2-1 after an inning.

We started the second inning almost as we had the first, with a pair of singles and a fly-out, but a walk followed to lead the bases. A fly-out let a run score and we were tied, 2-2. Now with two down, **Daniel Whang "Chung"** busted LF for a triple, two more scored and we led 4-2! "Scary" **Larry Civelli** picked up the spare, on a single, 5-2, then **Josh Carper "Diem"** tripled and we led 6-2. "Slim" **Tim McCoy** picked up the spare this time, 7-2 and a base hit put a second man on base for **Rocky "Top" McCoy** and **Taylor McCauley "Culkin"**, who each singled home two-out runs and we were up 9-2! A ground-out ended the inning, but not before we'd gone to the plate thirteen times, scoring eight runs in the process. **Taylor McCauley** was 2-2 in the second. We dropped a bagel on **DUCK!** and retained our seven run lead through two, complete.



We led off the third with a base hit. Then we ended the inning with the **Walking Dead's** patented 1-2-3. **DUCK!** took advantage, but only for one run and we led 9-3 after three. We also led 9-3 after four and had another leadoff single stranded with another 1-2-3. Then we led 9-3 after five, but this time we led off with a line-out, hit two singles and went down 1-2.

In the top of six we began with a FO, which meant, of course, that we were going to make another out right after. After another fly-out a walk kept us alive and a single followed then **Tim "tation" McCoy** and **Josh "by Gosh" Carper** each stroked two-out base hits and we were up 11-3. A single loaded the sacks, but a ground-out ended the fun. We ended **DUCKS!** fun and it was 11-3 with one inning to go.

We led by eight, but knew it never hurts to throw a few insurance runs on the board in the final inning, so we set to work going down 1-2-3 in the top of the seventh; no leadoff hit, no walk, no nothing, just a good, clean 1-2-3. We hit the field and quickly put **DUCK!** out of their misery by dropping another bagel on them and winning the game, 11-3!



	1	2	3	4	5	6	7	Total
Walking Dead	1	8	0	0	0	2	0	11
DUCK!	2	0	1	0	0	0	0	3

In our seven inning game, we made 21 outs. (3 x 7 = 21. Did I lose anybody?) Ten of those 21 outs, about half, we made right after somebody else had just made an out. We made back-to-back outs in six of those seven innings and we ended four innings going down 1-2-3. The only inning where we didn't have any back-to-back outs? The second, the one where we scored eight runs. (Hello? Can you hear me now?) All that 1-2-3, 1-2-3... business made me want to waltz, for crying out loud. All that being said, it was a good win. Shoot, there aren't any bad ones! Our offense was on the spare side as far as stringing hits together and scoring consistently goes, but at least we banged out an eight spot in the one inning where we really hit the ball. Our defense was great Monday. Holding anybody to just three runs in seven innings is always worth noting. Good job, **Walking Dead**.

Larry Civelli "War" was 2-2 with a pair of walks and an RBI. **Josh Carper "Tunnel Syndrome"** and "My Father was a" **Taylor McCauley** were each 3-4 with a ribbie.

Smashing, but Not Really Dashing

Walking Dead, Bethesda, 10/13/14, 7:30pm

The second of the four games Monday night pitted the *Walking Dead* against *Smash & Dash*, who called themselves the *Thompson Company* in the Summer season on Wednesdays. We had beaten them a few weeks before, 10-3, but it could have been much worse, since we really hadn't hit the ball.

We were Visitors once again and we started the game with a single then "Drillbit" **Taylor McCauley** smacked a triple and we were on the board 1-0! A single made it 2-0 and a fielder's-choice followed then we knocked in two more runs, 4-0, on four base hits and the bases were loaded. **Daniel** "in the Lion's Den" **Whang** unloaded them with his second triple of the night and suddenly we led 7-0! Sadly, a line-out and a B.O.O.B. ended the rally, but not before ten of us had scored seven runs in the first. We hit the field know that might be the last run we scored, judging by the *DUCK!* game and promptly dropped a donut on *Smash & Dash*.



We led off the second inning with a fly-out, but we unable to make a back-to-back out when **Larry Civelli** "Vanilli" tripled. A single brought Larry home and another one followed, but a second B.O.O.B. followed for two down. A double should have driven in a run and a line-out ended the one-run mini rally. *Smash & Dash* got a run in the second, so we led 8-1 after two.

Brett "& Butter" **Shumaker** made a triple to lead off the third inning and scored on a double to make it 9-1. Three base knocks later it was 10-1 and we had the sacks full of *Dead*. We scored a run on a fly-out and another one followed and we led 11-1 with two down. **Taylor** "Tot" **McCauley** doubled home a run, 12-1 and "Hammer" **Tim McCoy** brought home two more and we led 14-1! A walk came next then "Crocodile" **Rock McCoy** double home a final run and we led the game 15-1 in a third inning where we batted twelve times. *Smash & Dash* got busy in the bottom of the third and put five on the board and we helped them out a bit with some big-lead defense and it was 15-6 after three.

We scored here runs in the top of four, with no back-to-back outs, and "Tinker" **Taylor McCauley** drove in the last run on a two-out single. *Smash & Dash* answered with two and we led 18-8 after the fourth. In the top of the fifth, we were close to a run-rule, but started what we hoped would be our final inning with a fly-out and ground-out. A double and a walk set us up then "Stormin'" **Norman Mapp** drove in a two-out run on a base knock, but a B.O.O.B. ended the run. Now down 19-8, *Smash & Dash* needed two runs to stay in the game. We gave 'em squat and won the game, by run-rule, 19-8.

Run rule	1	2	3	4	5	6	7	Total
Walking Dead	7	1	7	3	1	-	-	19
Smash & Dash	0	1	5	2	0	-	-	8

It was a solid win over a team we should have run-ruled. We played okay defense and hit very, scoring every inning and putting up a pair of big crooked numbers. However, we shot ourselves in the foot with three BOOBs. Yes, the umpiring on Field 9 was very bad, but we knew that going in and did not adjust to it as well as we might have. Even with three outs on the bases, though, we still scored nineteen runs in the just five innings as our hitting is finally rolling. Good game, *Walking Dead!*



"Koko" **Taylor McCauley** was 4-4 with four RBI, "Apocalypse" **Norm Mapp** was 3-3 with a walk and two ribs, **Jason** "Deli" **Tyler** was 3-3 with a walk and a ribbie and **Daniel Whang** "a Gong" was 2-2 with four RBI.

What's that About?

Dirty Dozen, Bethesda, 10/13/14, 8:30pm

After a double-header sweep from the *Walking Dead* the *Dirty Dozen* hit the dugout with Field 9 still warm. Our opponent was *Deep Web Roots*, team we'd beaten a few weeks prior to this meeting. They are a young, fast team who plays solid "D", but doesn't hit much. Our job was to crack their defense and pile up a few runs and hang on.

We were Visitors and put up a run in the first. We loaded the bases with one down and got our run on a fly-out. *Deep Web Roots* answered with one and we were tied after the first inning. We singled our way to a pair in the second inning and held *Deep Web Roots* to one to hold a 3-2 lead after two.

Our lead didn't last long, however as we laid an egg in the third and *Deep Web Roots* put two runs across the plate and we trailed 4-3 after three. We dropped another donut in the fourth inning, while *Deep Web Roots* got one and we now trailed 5-3. Each team scored a run in the fifth and we were down 6-4 after five.

In the sixth inning, neither team found the plate and we were down a couple with one inning to go. We singled to lead off the seventh and a fly-out followed then we had our only extra base hit of the game and the double put two runners on the

Rainout

The Cowboys, George Pierce, 10/14/14, 10:00pm

We were rained out on Tuesday, 10/14/14. The makeup will be at the same time, but on Tuesday, 11/2/14.

Rainout	1	2	3	4	5	6	7	Total
The Goodfellas	-	-	-	-	-	-	-	
The Cowboys	-	-	-	-	-	-	-	

Ten Little Head Bangers

Motörhead, Bethesda, 10/15/14, 6:30pm

It had rained and rained and rained some more Tuesday, washing out **The Cowboys** and **Jets**, but the rain finally stopped mid way through the day Tuesday. There was no rain in the forecast for Wednesday, but the churning skies looked like they were ready to fall on us at any moment and it was cold outside.

We had two of our regular guys missing for **Motörhead's** game and only one sub could play out of the entire roster, so we were playing the game with ten, enough to fill all the positions, but with little room for error in the case of an injury. Given **Motörhead's** recent history of brain farts in the scheduling department, playing with ten made us a little nervous.

All ten of us were ready to for the 6:30 game, but it was our opponent, **Royal Flush**, who was having trouble getting their players on the field for the start of the game. They stuck one of **Cool Breeze's** players in the outfield to make ten while a couple of them were en route to Bethesda Park.

We were visiting and led off the game with a single and a walk then a fly-out and fielder's-choice threatened to sink us. A walk loaded the bases then **Norman "Relief" Mapp** singled, two men scored and we were up 2-0! A line-out ended the rally, but we'd put something on the board. **Royal Breeze** put two on the board, too, 2-2 after one.



We dropped another deuce on the scoreboard in the top of the second inning, this time on a two-out base knock from **Larry "Smooch, Smooch" Civelli**. A goose egg from the now wholly **Royal Flush** in the bottom of two left us leading 4-2 after two.

We began the third inning with five straight base hits, driving in two and loading the bases then a double got us two more and we led 8-2. A single made it 9-2. Then we pulled a **Walking Dead**, going down 1-2-3. The first of the three outs was a fly ball deep enough to score a run and we led 10-2, middle of three. We still led 10-2 after another **Royal Flush** goose egg in the bottom of three.

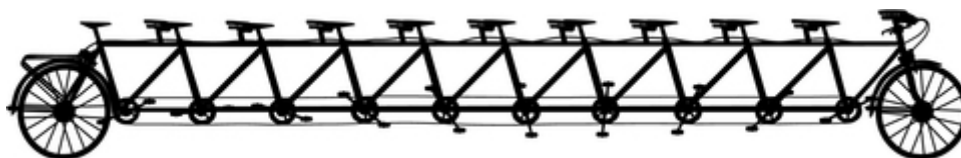
Nobody on Field 8 was able to score in the fourth inning, but in the fifth we got the bats going again. We doubled to start things off and, after a fly-out, scored a run on a base knock. A fielder's-choice gave us a second out and a walk gave us a second base runner, then **Tim McCoy** drove in a pair with a double and we led 13-3! **Andy Matz** doubled behind Tim for a run and a single followed, but a fly-out ended the four run rally. Now leading 14-2, we had to hold **Royal Flush** to two runs or fewer in the bottom of five for the win. We held them to exactly zero and won the game, by run-rule, 14-2!

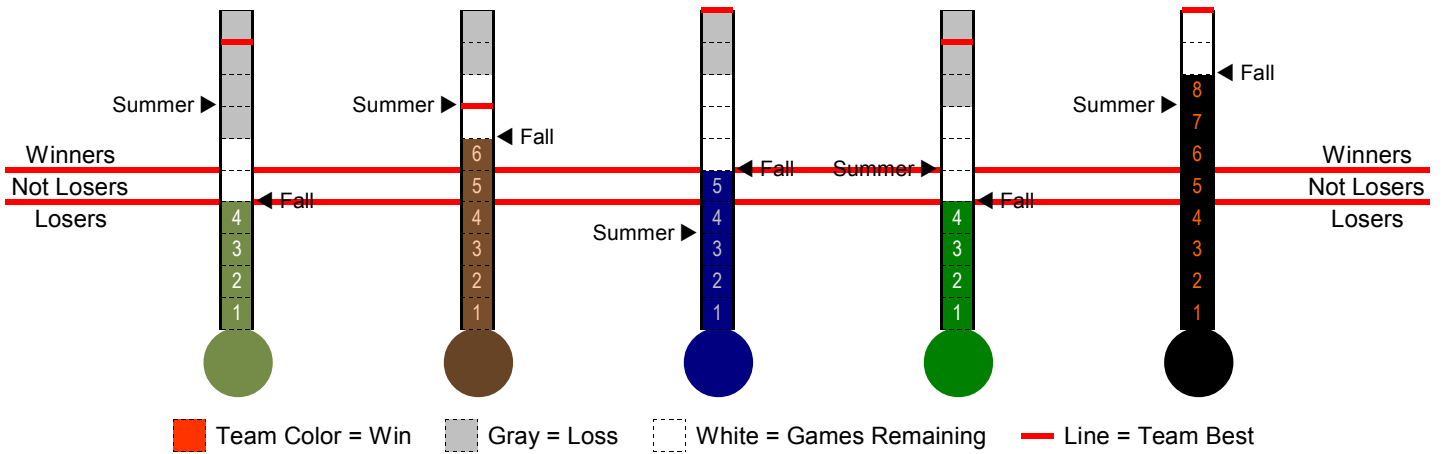
Run rule	1	2	3	4	5	6	7	Total
Motörhead	2	2	6	0	4	-	-	14
Royal Flush	2	0	0	0	0	-	-	2

The mission continued Wednesday, despite having to play with ten guys, but we were more than a match for our opponent as we fielded excellently and hit the ball with aplomb. (Ask JT what it means. He's probably had it on a quiz.) We had a donut in the fourth, but I'll let it slide because we put a six spot and a four spot on either side of it. We were solid in all three phases of the game: hitting, fielding and base running and went home early with a solid win. There were only ten of us, but we worked very well together. Great job, **Motörhead!**

Norman Mapp "& Glo" ** was 4-4 with three RBI. **Kelvin "Absolute Zero" Rachu** was 3-4 with two ribs, "Dandy" **Andy Matz** was 2-3 with a walk and a run scored, **Jason "Fortune" Tyler** was 2-3 with a pair of ribbies and Andrew Hess was 2-3, too.

** this particular nickname courtesy of Tim McCoy





Dirty Dozen
Walking Dead
The Cowboys
Jets
Motörhead

Rain Numbers for Each Park				
Bethesda	Bethesda	Geo. Pierce	Geo. Pierce	Bethesda
(770) 822-8882	(770) 822-8882	(770) 822-8882	(770) 822-8882	(770) 822-8882

“When in doubt, come on out.”

Monday 10/20/14 at Bethesda Community Park - Fall 2014

- DZ 7:30 - 8 vs. Mud Dogs
- WD 9:30 - 9 vs. The Big Bat Theory

Tuesday 10/21/14 at George Pierce Park - Fall 2014

- CB 8:00 - 1 vs. Wolverton Wolverines
- JM 10:00 - 2 vs. One Bad Inning

Wednesday 10/22/14 at Bethesda Community Park - Fall 2014

- MH 7:30 - 8 vs. Wild Wing Bar & Grill

Monday 10/27/14 at Bethesda Community Park - Fall 2014

- DZ 6:30 - 8 vs. Batman
- WD 8:30 - 9 vs. Legion Airs

Tuesday 10/28/14 at George Pierce Park - Fall 2014

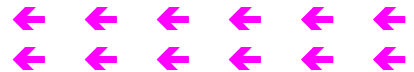
- JM 8:00 - 2 vs. Hammerheads
- CB 10:00 - 1 vs. EMMAUS

Wednesday 10/29/14 at Bethesda Community Park - Fall 2014

- MH 6:30 - 8 vs. Reds








Tuesday 11/4/14 at George Pierce Park - Fall 2014

- JM 8:00 - 2 vs. ViaSat (makeup from 10/14/14)
- CB 10:00 - 1 vs. The Good Fellas (makeup from 10/14/14)










Standings & Scouting Reports – Fall 2014

Bold Italics = Our team. *Normal Brown Italics* = Our next opponent. **PST** = Post Season Tournament. **TBD** = To Be Determined. Asterisks after an opponent's name represents 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 Spring PST			
	Team Latinos **	7-1	3-5
	Johnny's Kids	6-3	3-2
	Deep Web Roots **	5-4	1-1
	Dirty Dozen	4-4	n/a
	Batmen **	3-5	1-0
	Breaking Bats	2-5	1-0
	<i>Mud Dogs</i> **	1-6	2-4 ←


The **Dirty Dozen** plays the **Mud Dogs** next. This is that team that refuses to go away, but one we should beat most of the time. We beat them last time.

We're no longer involved in the Championship race, so we're left with pride and a Batting Title. Since there's no trophy, what say we hit like crazy and make the Batting Title race a good one!

Monday - Bethesda			
Men's - No Homers, No Steals			
No Spring PST			
	Legion Airs **	7-1	0-1
	Walking Dead	6-2	0-0
	Dirty Ducks	4-3	7-3
	Get Dirty	4-5	2-3
	DUCK! **	3-6	8-1
	<i>The Big Bat Theory</i> **	2-5	1-0 ←
	Smash & Dash **	2-6	2-0

The **Walking Dead** plays **The Big Bat Theory** next. We beat this team a few weeks ago. They're **NGSpine.com** with a bunch of carloses.

We're no longer really in the hunt for the Championship, so let's hit the ball and make the Batting Title race a good one!



Wednesday - Bethesda			
Men's - No Homers, No Steals			
No Spring PST			
	Motörhead	8-0	0-0
	<i>Wild Wing Bar & Grill</i> **	6-2	1-1 ←
	Cool Breeze	6-2	5-5
	Motley Crew	5-3	12-1
	Reds **	3-4	9-3
	Bandoleros	2-5	1-1
	Sons of Pitches	1-7	4-0
	Royal Flush **	0-8	13-0

Motörhead plays **Wild Wing Bar & Grill** next. We beat these guys 9-3 a few weeks ago, by make no mistake, they are a good team and they want to take us down.

We are on a mission, however, and we have an obstacle in front of us. Let's get it done, **Motörhead**.



Tuesday - George Pierce
Men's - No Homers, No Steals
 No Spring PST

The Cowboys	5-2	0-0
The Hammy's	5-2	1-0
<i>Wolverton Wolverines **</i>	4-3	1-0 ←
EMMAUS **	4-3	1-1
Bombers	4-3	1-3
Scared Hitless	3-4	2-2
The Good Fellas **	2-5	2-0
Caught Looking	1-6	1-0

The Cowboys play the **Wolverton Wolverines** next. This is a good team we beat early in the season and we're going to have to hit the ball to beat them. If we don't let up in the field and keep hitting the whole game we'll get 'em.

Hit the ball, guys!



Thursday - George Pierce
Men's - No Homers, No Steals
 No Spring PST

Hammerheads **	7-0	2-9
Iron Sharpens Iron	5-2	2-1
Jets	4-3	0-0
Parma Tavern	4-3	1-0
Just the Endcap	3-4	4-4
Luxury Landscape	3-4	7-3
<i>One Bad Inning **</i>	2-5	1-1 ←
ViaSat **	0-7	6-0

The **Jets** play **One Bad Inning** next. This team beat us early in the season, but this is not a team that should be on the same field for us for more than four innings.

We need to hit and we need to field well and we need to teach these guys who's fricking field this is! We have nothing left as far as a Championship race, but we have two teams in front of us that we don't like. Get it done, **Jets!**

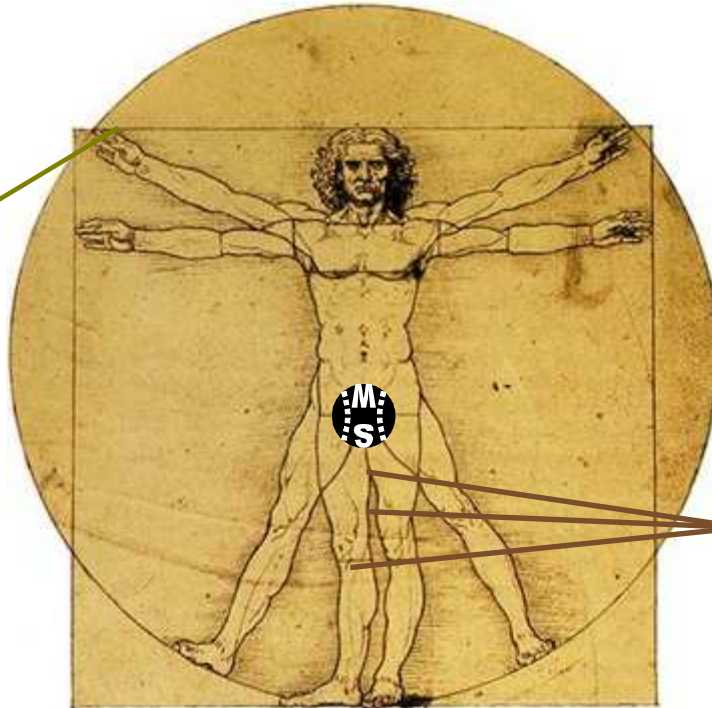


The DL



Robbie Crider broke his trigger finger Friday, 8/22/14, and had surgery the following Thursday. He'll be missing the rest of 2014.

See ya in Spring 2015, #1!



Keith James tore his right hamstring in two places on 8/25/14, subbing for the *Dir Dozen*. He is out for the rest of 2014. He just found out this week that he has a torn MCL, too.

Birthdays & Batting Titlists

October Birthdays

ROGERS, JASON	10/1
SHREVE, STEVE	10/2
NORTON, DAWN	10/4
BINDER, DEAN	10/5
MCCORD, KYLIE	10/5
NGUYEN, DIEP	10/5
UMPHENOUR, DARIN	10/5
BRUMLEY, DENISE	10/6
COVAULT, DAN	10/6
WHEELER, DENA	10/8
HERMAN, MATT	10/9
MARQUEZ, DAVID	10/10
AHMED, AMMAR	10/11
SETZER, PHIL	10/11
SUGGS, STEVEN	10/11
SHEA, SHERYL	10/14
ORTIZ, JHONATAN	10/17
SPIVEY, HEATHER	10/17
ZIENKO, LAURIE	10/17
GONZALEZ, XAVIER	10/19
ANDERSON, NELS	10/22
JONES, WAYLON	10/23
LEWANDOWSKI, MARTY	10/24
LYLES, CINDY	10/24
NATIONS, MARK	10/24
LECROY, STEVEN	10/25
ELLIS, DEBBIE	10/26
PRACHYL, STEVE	10/26
CONKLIN, RYAN	10/27
JOHNSON, DON	10/27
SHARP, MIKE	10/28
OTTINGER, JASON	10/30
PAYNE, DAVID	10/30
ALLEN, SHERRI	10/31
BUTLER, CATHERINE	10/31
GREENWOOD, NICHOLAS	10/31
QUIGLEY, LOGAN	10/31
SHUMAKER, MICHAEL	10/31
WRIGHT, BOBBY	10/31

Summer 2014




Tim McCoy **0.800**
Jerry Smith **0.559**

Above team average:
None




Tim McCoy **0.743**
Taylor McCauley **0.656**

Above team average:
K. James 0.553






Kelvin Rachu **0.690**
Andy Matz **0.567**

Above team average:
R. McCoy 0.519




Larry Civelli **0.656**
Tim McCoy **0.622**

Above team average:
None

Tim McCoy **0.639**
Rocky McCoy **0.636**

Above team average:
D. Covault613

Horsing Around in 2014

Dirty Dozen – 10/27/14
"2014"



Walking Dead – 10/27/14
"2014"



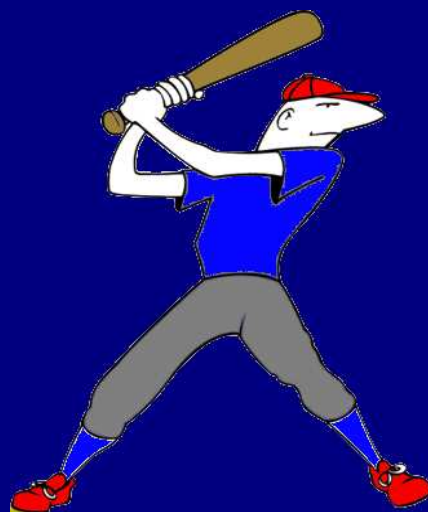
Motörhead – 10/29/14
"2014"



Jets – 11/4/14
"2014"



The Cowboys – 11/4/14
"2014"



Bat Certification Testing



From now on Gwinnett County Parks and Recreation will use a new procedure for certifying Softball bats used at Bethesda, George Pierce and Best Friend Parks.

Before a bat can be used in a game it must be tested to verify that it conforms to ASA guidelines regarding compression.

It's a simple test. The barrel of the bat is placed into a fixture to steady the bat and position it at the proper location on the barrel. The handle rests on a pad to hold the bat level. A gauge with a dial is screwed down onto the barrel of the bat. This does not damage the bat and only takes 20-30 seconds.

If the reading on the dial shows a legal bat then the person testing the bat will affix an orange sticker (pictured on the left) just above the tape on the handle.

If a bat fails, it's no problem, but no sticker, either.

To use a bat in a Gwinnett park you need the sticker, regardless of the manufacturer's stamp, or list of bats on a website, or a note from your Mom or the Pope, or any other form of verification. No sticker, no bat.

Bat testing will begin before the first game every night and end sometime before the first game starts. Bats may also be tested at the GCPR office during regular business hours as long as you make an appointment.

Any player using an illegal (non stickered) bat will be called out. If a player steps in the batter's box with a non certified bat, he's called out. If he gets a hit with that bat and somebody notices after the fact, he's out.

All bats must be tested before the first game of every new season.