

Everybody Scores!

DCKickball Capital Conference

Week One: April 9-10, 2008

Visit www.dckickball.org/capital to stay up to speed on Capital Conference happenings.

Inside this issue:

- The Ten Commandments of the Capital Conference
- QUIRKY RULES for Kickballers Old and New
- What's up with the weather? April Showers bring Kickball . . .
- Mandatory Umpiring Requirement Details
- The Inside SCOOP on All the TEAMS and GAMES
- Kickball Classifieds and Lots More!

Everybody? ... Huh?

Everybody Scores! is the weekly netletter of DCKickball's Capital Conference. (Prepare to be insulted, disgusted, offended, harassed and oddly stimulated all at once. Also, don't believe a damn thing you read in here. It is all mostly made-up.)

Each week during season, *Everybody Scores!* will bring you all the news and information that you will need to have a fun, successful, safe and memorable time playing kickball and socializing with teammates, rivals, and "civilians."

Why the name "*Everybody Scores!*"? Well, we like to think that everybody really does score when playing kickball, even if they don't cross the plate. As you'll soon discover (if you don't already know) playing kickball is its own reward, and if you're truly having fun (whether on the field, at the bar, or wherever you end up afterward), you can say with confidence that you have scored! So *Everybody Scores!* (Yes, even YOU!) ... Also, the title Juggs was already taken.

Everybody Scores! welcomes your contributions - be they guest columns, letters to the editor, kickball haiku, or simply anonymous rumors. Send your stuff to Laura.Turowski@gmail.com or Brice at puckina1979@yahoo.com. DCKickball also has a [flickr.com](http://www.flickr.com) account. So don't be shy about contributing photos for flickr, either. Look for *Everybody Scores!* to appear on the Web each Tuesday afternoon during kickball season.

Before we get to the official welcome, here are some important announcements/news tidbits from your President:

GAME TIME

PLEASE Get to the games EARLY this week. We have T-Shirt Distribution to do before we play and we need to get the games started on time because of lighting issues the first couple of weeks. Your captain will be sending you additional information on T-Shirts in case we don't receive them in time.

PARKING

Metered parking until 9:30 PM all season long at the Sponsor Bar, Penn Quarter Sports Tavern. Bring your quarters!!!

BEER ME!

-We've moved up in the beer sponsor world and have gone international. Though we still hold a soft spot in our heart for Miller Lite drinkers, we are sponsored this year by our Mexican and Dutch friends. Please welcome our new sponsors: Dos Equis and Heinken by giving a toast of "Salud!" or "Proost!" in their native languages.

Presidential Welcome

Hello, everyone, and WELCOME to the 2008 season of Capital Conference kickball. This, season brings more new faces, a new bar, and the same old sassy attitude as we roll into the upcoming summer. To all the new teams and new faces, we say WELCOME! To all the returning teams, we say WELCOME BACK and THANK YOU for coming back to continue the adventure. It's going to be a great season, with thrills, spills, chills, hook-ups and, with a little bit of luck, a lot of glory.

We hope you'll join in the fun, maybe volunteer to officiate a game or two, maybe check off some names at the door of a party. ... This is YOUR CONFERENCE, and if we all stick together, this will be the bestest kickball season EVER!

See you on the fields!

Joe Callahan
2008 DCKickball Capital Conference President

The Ten Commandments

- *Thou Shalt Remember That It's Just Kickball.* Don't get all bent out of shape. It's just a game. In fact, it's just a CHILDREN'S game. But don't act like a child. Rough play or bad attitudes are not welcome here. Be kind to your teammates, opponents, and umpires.

- *Thou Shalt Not Argue Calls Unless You Are a Captain.* This is the toughest commandment to keep. But remember the first commandment ("It's Just Kickball") and you will have a much easier time keeping your mouth shut. Games go a lot faster when only captains argue calls. If you object to a call, tell one of your captains. And captains, please don't argue umpires' ball and strike calls. Limit your challenges to meatier things - like misinterpreted rules or the mechanics of base-running.

- *Thou Shalt Not Consume Alcohol on the Mall.* It is illegal to consume booze on the Mall. DCKickball does not endorse breaking that law in any way. Your all-volunteer board of directors also does not endorse flouting the law. If you get busted for booze on the Mall, we all look bad. Not only that, but your actions put us in jeopardy of losing the privilege of playing on federal land. That's right. One booze-guzzling jerk can ruin everything for all of us. We'd likely get bounced permanently. If the Park Police catch you with booze, we all lose. Make that your motto. Put it on a bumper sticker. And then save the drinking for pre-game or post-game. One more time: DO NOT CONSUME ALCOHOL ON THE FIELDS.

- *Thou Shalt Not Allow Thy Pets to Wander.* Please keep your pets on a leash. We adore animals, but not everyone wants Puddles slobbering all over their cleats. And no matter how well-behaved Puddles is, he's very likely to get excited when the

balls start flying and the calves start streaking by. No one wants to trip and break his collarbone because of Puddles - or get bitten by an over-excited Puddles ... and then watch as Puddles is carted away by Animal Control.

- *Thou Shalt Remember to Pick Up Thy Trash.* The Mall is a national treasure. It's so valuable that, if sold to local real estate speculators for development as "luxury" condos with a view, it would deliver several trillion dollars into the federal treasury immediately. I mean, do you KNOW how rare and valuable undeveloped land in Northwest is?! Again, this land is a treasure. Treat it well.

- *Thou Shalt Go to the Bar After Games.* Playing on the field is only half the fun of kickball. A lot of real social magic happens at the sponsor bar. So get in there and mingle. Mix it up! Don't cling to your team. Make some new friends and expand your social circle. Getting to the bar is easy. Hop on the Metro or just announce to your teammates or even a rival team that you are looking for a ride to the bar. Someone is bound to have room. It's also not out of the question to grab a couple of buddies and jump into a cab. Also, don't forget your ID, and don't forget to tip the wait staff. We're getting good prices and good service, so don't be stingy with the gratuity. Our sponsor bar is the Penn Quarter Sports Tavern located at 639 Indiana Avenue NW. It's about a block from the Archives/Navy Memorial Metro Station.

- *Thou Shalt Honor The Rules of Thy Sponsor Bar.* Yes, please go along with the rules and requests of the Penn Quarter Sports Tavern - even the "unwritten rules." So even though there might not be a sign that says "No Shoes, No Shirt, No Service," please keep your clothes on. Even though there's not a sign that says "No Peeing in the Sink," please don't pee in the sink. Don't stand on the chairs or the tables, either.

- *Thou Shalt Not Drink and Drive Drunk.* Pace yourself. Know your limits. Buy a personal breathalyzer kit. Bring a designated driver. Take a taxi. Leave your car and hop on the Metro. Call mom or dad if you have to - they will still love you. With all these options, there's no need for you to get plowed and then hop behind the wheel. It's like we always say: The more dead players you have on your team, the harder it will be for you to win games.

- *Thou Shalt Not Drink to Excess and Puke All Over Us as You Futilely Attempt to Make Your Way to a Bathroom* That We All Know You Will Never Reach. Again, check yourself before you wreck our shoes by vomiting all over them. A good evening is often ruined by some jerk who can't hold his liquor. Let that jerk be someone else ... at another bar.

- *Thou Shalt Volunteer.* Our conference works because WE make it work. The business known as DCKickball gets us all registered and makes sure we have shirts, equipment, and a sponsor bar. But most everything else is left up to us, the PLAYERS. WE, the players ourselves, must provide and coordinate field squatters and umpires. WE the players must come up with our playing schedule and keep track of our equipment. WE the players decide how to spend our social budget. WE the players must find a charity to support. And when we say "WE," we mean "YOU." So please volunteer. We have several committees just waiting for a new member like you! To get involved, e-mail any member of your board of directors. (More information below.)



Respect.

Weather Policy: Rain Schmain

Just because some rain has fallen on the Mall or just because some clouds are rolling in or just because it's raining in Bethesda, that doesn't mean the games are off. We will be playing chicken with Mother Nature many weeks during the season. Most of the time, she's gonna swerve. The rain on the Mall will dry up fast. The threatening clouds will blow north. The rain in Bethesda will come down in buckets while the Mall stays dry as a bone. **This is weird weather country. So don't assume the worst.** Assume the best. Show up ready to play kickball. And if you get to the fields and the rain really is bad on the Mall, just go straight to the bar. (We'll always go to the bar no matter what!)

If we do need to cancel due to rain, your board of directors will post rainout notices on the website by 5 p.m. on game days. If you check the site and there's no notice of a rainout, that means that the GAMES ARE ON! So head to the fields and weather be damned!

Note: Games in progress will always be called off if lightning is seen or if the fields become too sloppy and unsafe to play on.

Let the sun shine!

Speaking of Weather Reports . . .

The weather report is brought to you by your friendly Sloppy Seconds Captain Cheryl. We're looking at a great week for our opening week.

Wednesday: Partly cloudy with a low of 55 degrees and a high of 68 degrees. 20% chance of precipitation. Maximum humidity: 67%. Projected sunset: **7:40 p.m.**

Thursday: Cloudy, with a low of 59 degrees and a high of 76 degrees. 20% chance of precipitation. Maximum humidity: 60%. Projected sunset: **7:41 p.m.** (a whopping 1 extra minute of playing time).

The projected sunset gives us less than 30 minutes for the 7:15 games. Please try to start on time to get as much daylight as possible.

The Power of Volunteering: HELP! SQUAT!

Throughout the season, you will hear some names over and over again. You will hear the names Joe, Jessica, Cheryl, Dan, Brice, Amanda, Jeff, Lauren and Laura. These people are paying players. These people are volunteers. These people are the key "deciders" for the conference; they are your board of directors. You have their ears. If something is on your mind, just find them and nag them. They will listen. They are players just like you. This conference runs on volunteer-player power. We need your help. If you want to have more involvement in how this conference is run, just find a board member and let them know you are ready to help.

There are many ways to help.

- **EACH WEEK, WE WILL NEED SQUATTERS** to find patches of grass and camp out and shoo away softballers, kickballers from other leagues, and vultures. It's very easy. You just show up super-early, spread out with a towel and blanket, and politely refuse to move. Contact Joe at jmcalla12@gmail.com if you can squat. Seriously, this is very very important. If you teach or have some job that allows you to be down on the Mall well before 6:30 (like, close to 5 p.m.), **please please volunteer to SQUAT.**

- We still need people to act as **head umpires**. The perks are numerous. For example, you get to become almost famous in kickball circles. And you get to tell people what to do. And sometimes people buy you beers. Contact Jeff at jeffchapman9@gmail.com if you want to be a head ump. Seriously, it's not as hard as it looks. It's just kickball. (Also, every team will have to provide "volunteer" umpires. More on that later.)

- We have parties to plan. We need a strong and energetic **social committee**. Contact Jessica at vtjess@hotmail.com if you have party or venue ideas.

Meet Your Board of Directors

Joe Callahan – Your President and Fearless Leader

Lauren Pinson – Holder of the Monies

Amanda McDonald – Registration Manager

Jessica Coulter – Ms. Party Prime Minister

Dan Roman – Permit Boss

Jeff Chapman – CEO of Refs and Wednesday Equipment B*tch

Brice Murray – Website Admiral

Cheryl Malik – Official Photographer and Weather Girl

Laura Turowski – Newsletter Copycat and Thursday Equipment B*tch



Flippin' the night away.

Umpiring Requirement for Each Team

The concept is simple: **Each team must provide one umpire each week for the game that precedes or follows your team's game.** So if your team plays the early game each week, your team needs to get one of its players to stay behind and help umpire the next game. And if your team plays the late game, you need to designate one of your players to show up to help umpire the early game.

Each team's umpire-volunteer will act as a **side umpire** stationed at first base or third base. Each team's umpire-volunteer will help the head umpire call the game. The work is usually limited to calling people safe or out and calling balls fair or foul. It's not all that hard, and it shouldn't be all that stressful. (It's just kickball, dammit.) BUT side umpires still need to stay focused on the game - making sure runners stay on base until the ball is kicked and really paying attention to what's going on in the game. A little sideline socializing is OK when the ball is not moving. But if a base ump chit-chats excessively and misses calls, he/she likely will be booed. And that's no fun.

So don't get caught off-guard. Have your "volunteer" umpires ready to go for Week One. **If you don't supply an umpire for a game each week, your record will be penalized.** In other words, one of your wins will count as a forfeit. Or, if you are the Red Rovers, one of your losses will count as a forfeit. Team umpiring assignments are noted in the This Week's Games section below.

Quirky Rules: This Stuff Is Fresh!

You can find the official DCKickball rules online at www.dckickball.org, but be advised that the Capital Conference in some cases has tweaked the established DCKickball rules in an effort to clarify the intent of the rules, to address some what-if scenarios, to make sure the games finish on time, and to make sure games are engaging for all players. You can read all of our rules at <http://dckickball.org/capital/DCKickball-Rules-Capital.pdf>. Here are the major quirks:

Quirk No. 1: Strikes and Fouls

Kickers get three strikes and three fouls. When you reach three strikes, you are out. When you reach three fouls, you are out. Fouls and strikes are not interchangeable, though. A foul is always a foul. Again, three fouls means you are out, though.

Quirk No. 2: The Pitcher:

The pitcher must pitch underhanded. AND he/she must be in contact with the rubber pitching strip at the beginning of a pitch. (So save your running wind-ups for cricket or some other sport, pitchers.) Moreover, he/she has to have both feet behind the pitching strip when the kicker kicks the ball. The pitcher can step over the strip during the release of the pitch, but the pitcher must quickly return both feet behind the strip before the ball is kicked. Otherwise, it's a ball. These pitching helps make balls more kickable by making sure the pitcher does not take a running overhand wind-up.

Quirk No. 3: The Catcher:

He or she may stand anywhere he/she likes behind (the front edge of) home plate, so long as he/she remains out of the strike zone. In other words, the catcher does not have to play right behind the kicker. Since bunting is allowed in kickball and since a kickball bunt is still way more challenging to field than a softball bunt, this quirk levels the playing field by allowing the catcher to position him/herself to field an expected bunt. So a catcher can stand right next to the kicker - perpendicular to the kicker. But again, the catcher has to stay clear of the strike zone until the ball is kicked. Don't get all up in the kicker's grill.



Pitch like this.

This Week's Games: The Battles Begin!

NOTE: We plan to play near the intersection of 17th and Constitution, NW - on the Washington Monument side of the street. As you might expect, we will be setting up two fields each night. One will be called Field A. The other will be called Field B. Each week, just head toward Constitution and 17th (or where 16th Street would be if it were there) and look for your fellow DCKickballers to find out exactly where you will be playing.

Now that March Madness has ended, we bring to you our picks for the start of Kickball Madness. Each week a few board members and some guests will help make picks for the week's games.

This week's picks are made by:

Joe "El Presidente" Callahan

Jeff "DP" Chapman

Laura "Polly Pants My Ass" Turowski

Please note that these picks are intended for entertainment value only and should not be taken seriously. They have zero impact on the turnout of the game, otherwise all four of us would have been headed to Vegas with our winning March Madness picks.

Wednesday

AA-Team vs. **YTBD**

Game Time: 6:30 pm Location: Field 1

El Presidente: Abstains

DP: YTBD

PPMA: AA Team

Cobra Kai vs. **The Humpday All-Stars**

Game Time: 6:30 Location: Field 3

El Presidente: CK

DP: CK

PPMA: THDAS

DC Detention vs. **Sofa King Awesome**

Game Time: 7:15 Location: Field 1

El Presidente: DCD

DP: DCD

PPMA: DCD

Go Balls Deep vs. **Here for the Beer**

Game Time: 7:15 Location: Field 3

El Presidente: H4TB

DP: H4TB

PPMA: H4TB

Thursday

Kiss of the Badger vs. **Scarlet Fever**

Game Time: 6:30 pm Location: Field 5

El Presidente: KOTB

DP: KOTB

PPMA: Scarlet Fever

Your Mom's Team vs. **Mini Horses**

Game Time: 6:30 Location: Field 6

El Presidente: YMT

DP: YMT

PPMA: YMT

Big Kids vs. **Team Lush**

Game Time: 7:15 Location: Field 5

El Presidente: Abstains

DP: BK

PPMA: BK

Sloppy Seconds vs. **Red Rovers**

Game Time: 7:15 Location: Field 6

El Presidente: Sloppy

DP: Sloppy

PPMA: RR

Other Essential Info

If you have not tired of reading about your new kickball league and your new season, don't worry. We have plenty more information for you. There's a lot to learn and a lot to know - no matter whether this is your first time playing kickball or whether you've been playing for years. Go to www.dckickball.org/capital to read up on key kickball rules, safety tips, and procedural matters. If you have a question, there's likely an answer waiting for you somewhere on the website. Just start poking around!

Kickball Classifieds

Got something to sell? Need a roommate? Want to confess a secret crush? *Everybody Scores!* welcomes your announcements in the Kickball Classifieds. DCKickballers may submit noncommercial announcements at no charge. Send announcements to Laura.Turowski@gmail.com

Etc.

If you do not want to receive e-mail messages and important reminders from DCKickball and the Capital Conference, you are very very foolish and will be left in the dark on a lot of important matters. Regardless, you may log in to your account at www.dckickball.org and change your e-mail preferences. Still, we strongly advise against it.

Everybody Scores!