



D & H \$50 #5 Standings

RealTime Fantasy Sports

Fantasy Week 13

Jun 18 2026 2:34pm ET

	TEAM	R	HR	RBI	SB	AVG	W	SV	K	ERA	WHIP	HIT	PITCH	TOT
1	EIGHT MEN OUT	10	11	10.5	7	7	3.5	12	9	12	11	45.5	47.5	93.0
2	Hopeful	12	12	12	9	10	3.5	9	11	3	6	55.0	32.5	87.5
3	Headless T05 Gunners DH	7.5	7	6	6	2	12	5.5	12	11	12	28.5	52.5	81.0
4	Bleachers	9	9	7	4	6	9	10	3	8	8	35.0	38.0	73.0
5	Ace and Gary (Jan)	6	8	9	5	12	5.5	3.5	5	9	7	40.0	30.0	70.0
6	Mighty Mighty Erdmans	7.5	10	10.5	2	5	7.5	5.5	7	5	5	35.0	30.0	65.0
7	The Lock	11	5	8	10	11	2	11	2	2	2	45.0	19.0	64.0
8	Merica	1	1	2	8	9	10	7.5	8	7	10	21.0	42.5	63.5
9	BEACHBUMS	3	4	1	3	3	11	3.5	10	10	9	14.0	43.5	57.5
10	Judy Vegas	4	6	5	12	8	5.5	1	6	6	1	35.0	19.5	54.5
11	Shh	5	3	4	11	1	7.5	7.5	4	1	3	24.0	23.0	47.0
12	Braves50	2	2	3	1	4	1	2	1	4	4	12.0	12.0	24.0



D & H \$50 #5 Standings

RealTime Fantasy Sports

Fantasy Week 13

Jun 18 2026 2:34pm ET

Season Statistics

	TEAM	AB	R	H	HR	RBI	SO	SB	AVG	W	SV	IP	H	BB	K	ERA	WHIP
1	EIGHT MEN OUT	3553	510	890	159	485	880	75	.25049	35	53	587.0	491	182	6363.311751.14651		
2	Hopeful	3529	534	905	161	527	898	85	.25645	35	24	640.2	575	220	6814.242461.24089		
3	Headless T05 Gunners DH	3360	493	808	129	440	914	73	.24048	48	14	626.0	510	194	6953.392971.12460		
4	Bleachers	3479	507	864	142	445	859	63	.24835	41	32	571.0	510	194	5543.893171.23292		
5	Ace and Gary (Jan)	3450	469	916	136	476	736	67	.26551	38	10	631.1	545	238	5933.891761.24023		
6	Mighty Mighty Erdmans	3513	493	863	158	485	945	50	.24566	40	14	643.0	606	213	6074.157081.27372		
7	The Lock	3455	517	888	112	474	776	87	.25702	27	37	486.0	422	211	5134.259261.30247		
8	Merica	3163	400	795	97	382	718	82	.25134	42	19	638.1	558	189	6083.947781.17023		
9	BEACHBUMS	3096	407	752	108	373	826	53	.24289	46	10	640.1	565	212	6393.780841.21343		
10	Judy Vegas	3031	436	760	116	402	744	106	.25074	38	0	663.1	650	231	6054.043221.32814		
11	Shh	3413	453	813	104	399	867	103	.23821	40	19	584.1	554	196	5724.343411.28351		
12	Braves50	3022	403	737	101	398	632	27	.24388	23	9	404.0	372	143	4184.210401.27475		