9 Ball (Filler)
Next session begins 7/27/23!!!!
Spring '23


* Division winner will receive first round bye in the playoffs

Misfits defeated It Don't Matter 57-43 during the regular session
Team rosters in red have a captain who is in arrears on league dues. Please call league office to determine if they will be permitted to play or if they must forfeit until further notice. Skill Levels for 9 Ball are based on "Points For vs Points Against" and the skill level of opponents. NO CONSIDERATION IS GIVEN TO MATCH WIN-LOSS RECORD IN 9 BALL FOR HANDICAPPING PURPOSES.
"AVG PPM" Column is Average Points Per Match. See MVP rules at bottom of standings.


| 2 |  | Recycles Remaining |  | POINTS |  | AVG |  | MATCH |  |
| :--- | :--- | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| S/L | Slayers | F | A | PPM | W | L |  |  |  |
| 5.5 | George Houtz | 12 | 38 | 2.40 | 0 | 5 |  |  |  |
| 5.5 | Alan Fleegal | 87 | 83 | 5.12 | 10 | 7 |  |  |  |
| 4.5 | Brian Minnich, CPT | 81 | 79 | 5.06 | 7 | 9 |  |  |  |
| 4.0 | James Dagenhart | 43 | 57 | 4.30 | 3 | 7 |  |  |  |
| 3.5 | Ron John | 53 | 87 | 3.79 | 5 | 9 |  |  |  |
| 3.5 | Scott Minnich | 25 | 35 | 4.17 | 2 | 4 |  |  |  |
| 3.0 | Marcia Yost | 63 | 87 | 4.20 | 6 | 9 |  |  |  |
| 2.0 | Jason Trayer | 21 | 49 | 3.00 | 1 | 6 |  |  |  |
|  |  |  |  |  |  |  |  |  |  |
|  | Open Stats | 0 | 0 |  | 0 | 0 |  |  |  |
|  | Forfeits | 0 | 0 |  | 0 | 0 |  |  |  |
|  | Penalty Points | 0 | 0 |  |  |  |  |  |  |
| AVERAGE S/L | 3.9 | 385 | 515 |  | 34 | 56 |  |  |  |



| 1 Recycyle Remaining |  | POINTS | AVG <br> PPM | MATCH |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
| S/L | Diamond Masters | F A |  | W | L |
| 7.5 | Duck Nornhold | 4426 | 6.29 | 6 | 1 |
| 6.5 | Ron Straw | 3337 | 4.71 | 4 | 3 |
| 6.5 | Josh Reynolds | 6535 | 6.50 | 8 | 2 |
| 6.0 | Larry Fagan | 2644 | 3.71 | 2 | 5 |
| 5.5 | Andy Ritter | 3951 | 4.33 | 3 | 6 |
| 4.0 | Clarence Marsh, CPT | 6684 | 4.40 | 6 | 9 |
| 3.5 | Robert Hurt | 3436 | 4.86 | 3 | 4 |
| 3.0 | Stephanie Ozimac | 7169 | 5.07 | 6 | 8 |
| 3.0 | Kerrin Lutz | 5981 | 4.21 | 4 | 10 |
|  | Open Stats | 00 |  | 0 | 0 |
|  | Forfeits | 0 0 |  | 0 | 0 |
|  | Penalty Points | 00 |  |  |  |
| AVERAGE S/L 5.1 |  | 437463 |  | 42 | 48 |


| 1 Recycle Remaining |  |  | POINTS |  | AVG PPM | MATCH |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| S/L | Angies |  | F | A |  | W | L |
| 6.5 | Ken McPherson |  | 33 | 37 | 4.71 | 3 | 4 |
| 6.0 | Pete Mavropoulos |  | 59 | 71 | 4.54 | 5 | 8 |
| 5.0 | Kevin Joy |  | 65 | 65 | 5.00 | 7 | 6 |
| 4.5 | Bill Galbraith |  | 8 | 12 | 4.00 | 1 | 1 |
| 4.0 | Alfredo Cortes |  | 69 | 91 | 4.31 | 5 | 11 |
| 4.0 | Larry Keefe |  | 95 | 75 | 5.59 | 10 | 7 |
| 4.0 | Francisco Diaz |  | 0 | 0 | \#\#\#\#\# | 0 | 0 |
| 3.0 | Steve Shipp, CPT |  | 56 | 64 | 4.67 | 5 | 7 |
| 3.0 | Kevin Beathea |  | 34 | 26 | 5.67 | 3 | 3 |
|  | Open Stats |  | 20 | 20 |  | 3 | 1 |
|  | Forfeits |  | 0 | 0 |  | 0 | 0 |
|  | Penalty Points |  | 0 | 0 |  |  |  |
| AVERAGE S/L |  | 4.4 | 439 | 461 |  | 42 | 48 |


|  |  |  | POINTS |  | AVG |  |
| :--- | :--- | :---: | :---: | :---: | :---: | :---: |
| MATCH |  |  |  |  |  |  |
| S/L | It Don't Matter | F | A | PPM | W | L |
| 7.5 | Steve Wood | 40 | 30 | 5.71 | 5 | 2 |
| 7.0 | John Lamplugh | 50 | 40 | 5.56 | 5 | 4 |
| 6.0 | Scott Gibson, CPT | 62 | 58 | 5.17 | 6 | 6 |
| 5.0 | Tobe Toberman | 53 | 57 | 4.82 | 6 | 5 |
| 4.5 | Brad Miller | 53 | 67 | 4.42 | 4 | 8 |
| 4.5 | Bill Scharff | 54 | 56 | 4.91 | 5 | 6 |
| 4.0 | Eric Snyder | 47 | 33 | 5.88 | 6 | 2 |
| 4.0 | John Linn | 45 | 35 | 5.63 | 5 | 3 |
| 3.5 | Doug Wagner | 60 | 50 | 5.45 | 6 | 5 |
|  | Open Stats | 0 | 0 |  | 0 | 0 |
|  | Forfeits | 7 | 3 |  | 1 | 0 |
|  | Penalty Points | 0 | 0 |  |  |  |
| AVERAGE S/L | 5.3 | 471 | 429 |  | 49 | 41 |


| No Recycles Remaining |  | POINTS |  | AVG |  | MATCH |  |
| :--- | :--- | :---: | :---: | :---: | :---: | :---: | :---: |
| S/L | 9 Ya Business | F | A | PPM | W | L |  |
| 6.5 | Jenn Kelly | 58 | 42 | 5.80 | 6 | 4 |  |
| 5.5 | Forrest Aeppli, CPT | 57 | 43 | 5.70 | 6 | 4 |  |
| 5.5 | Justin Becker | 39 | 31 | 5.57 | 3 | 4 |  |
| 5.0 | Jim Roberts | 86 | 84 | 5.06 | 7 | 10 |  |
| 4.5 | Carlos Olmeda | 44 | 26 | 6.29 | 7 | 0 |  |
| 4.0 | Dan Benson | 65 | 85 | 4.33 | 6 | 9 |  |
| 3.5 | Ellie Heinly, Co-Cpt | 99 | 81 | 5.50 | 11 | 7 |  |
|  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |
|  | Open Stats | 15 | 35 |  | 0 | 5 |  |
|  | Forfeits | 0 | 10 |  | 0 | 1 |  |
|  | Penalty Points | 0 | 0 |  |  |  |  |
| AVERAGE S/L | 4.9 | 463 | 437 |  | 46 | 44 |  |


| No Recycles Remaining |  | POINTS |  | AVG PPM | MATCH |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| S/L | Ball Busterz | F | A |  | W | L |
| 6.0 | Chet Denmark | 34 | 66 | 3.40 | 2 | 8 |
| 5.0 | Mace Lockard | 49 | 81 | 3.77 | 3 | 10 |
| 4.5 | Joe Smith | 44 | 56 | 4.40 | 4 | 6 |
| 4.5 | Kevin Altland | 47 | 33 | 5.88 | 6 | 2 |
| 3.5 | Abbie Lee, CPT | 67 | 113 | 3.72 | 5 | 13 |
| 3.5 | Don Norman | 11 | 19 | 3.67 | 1 | 2 |
| 3.0 | Travis Shade, Co-CPT | 81 | 109 | 4.26 | 6 | 13 |
| 2.0 | Kim DiLucia | 28 | 22 | 5.60 | 3 | 2 |
|  | Open Stats | 16 | 24 |  | 1 | 3 |
|  | Forfeits | 0 | 0 |  | 0 | 0 |
|  | Penalty Points | 0 | 0 |  |  |  |
| AVE | RAGE S/L 4.0 | 377 | 523 |  | 31 | 59 |




The break rquirements in 9 Ball are that 4 object balls must contact a cushion or at least (1) object ball must be pocketed. The 1 Ball is positioned at the top of the rack and must Be contacted first on the break. If any of these conditions aren't met, the opposing playere receives ball in hand. THE BALLS ARE NOT RE-RACKED.

If Team A names a "Blind" (not literal) player, Team B may name their player and switch it as many times as they wish as long as it is done within the required 5 minutes that they have to start the match.

The "breaking" player may either rack for themselves or may choose to have their opponent rack. The person RACKING may use whichever rack they wish (template, wood, metal, or plastic).

If a player releases (throws or slams) his stick in frustration onto the table, the opposing player will receive all remaining points that are on the table (regardless of whether any balls were disturbed). Players are expected to exhibit good sportsmanship and to respect the pool tables. It is a privilege to be able to play in the venues that we play.

Timeouts are not to exceed 1 minute and begin at the time the timeout is called.
Handicaps 5.0 and above receive 1 timeout per game.
Handicaps 2.0-4.5 receive 2 timeouts per game. (Yes, "2.0"s only get 2 timeouts in 9 ball)
Each player may change coaches 1 time per match. Once the new coach is named, the player can not switch back to the original coach. Once the coach walks away from the pool table, the timeout is over.

RECYCLING (Ghost Rule): Each team may recycle 4 times during the session and no more than once in a given night. Recycled player can be any skill level (except "7.5") as long as the "26.0" rule is met.
A player may be recycled in back to back matches and can be used at any time and for any reason (including if a team has all 9 players present). The recycling team gets to choose the player to be recycled and does not have to give any advance notice that it may recycle.

Recycling is not permitted in the last 2 weeks of the session.

New players may not be added during the last 3 weeks of the regular session.

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM in the event that 1 of the teams does not have their 5th player present yet. If a player leaves early and does not play, the team of that player loses the right to exercise the 9:40 rule to their benefit.
"Push Shots" following the break ARE permitted. THEY MUST BE CALLED

3 consecutive fouls in one game does NOT result in a loss of game.
Only (1) "7.5" can play per team per night.

## Projected Payouts

| Tournament Champions | $\$ 2,300$ |
| :--- | :--- |
| Tournament 2nd Place | $\$ 1,300$ |
| Division Winner | $\$ 200$ |
| Week 18 Winners $(\$ 80 \times 7)$ | $\$ 560$ |
| Random Drawing Winner | $\$ 240$ |

## * Payouts are projected under the assumption that all projected revenue was collected Any shortfall will reduce (dollar for dollar) the amounts paid out to the Tourney Champions

Any team that does not make the postseason, but also does not forfeit any individual matches will have their team entered into a random drawing with the other "non postseason teams" from both 9 ball divisions for a chance to win $\$ 240$ in credits for the following session dues.
***In week 18, the winning team of each match will receive \$80 (If 25-25 tie, each team will receive \$40). Week 18 IS a "pay to play" week like all other regular session matches

Players must play at least 8 matches to be eligible for individual awards for this session/division.
Players must play at least 7 matches to qualify for postseason for this session/division.
Forfeits ( for this division) during the regular session will be handled as follows...
The team that is forfeiting the individual match will receive a $0-10$ loss, but will still be responsible to pay for that match.

The team that is the beneficiary of the forfeit will receive a $7-3$ win and will not pay the $\$ 8$ for that match.
If a team is the beneficiary of a forfeit, their "named player" will still receive credit for a match played in regards to postseason eligibility.

If it is decided that a team is forfeiting too many matches which is creating unfairness within the division, the league office has the right to remove the team and may create a new schedule for the remainder of the session.

In postseason, the beneficiary of a forfeit will receive 10 points. The "forfeiting team" will receive 0 points.

## Break And Funs Last Week

Kevin Villarreal
Sean Grissinger

## Total Break And Funs

Ed Kearney 6
James Shafer 4
Rick Boyer 3
Rikki Johnson 3
Devan Retherford 3
Kevin Bryner 2
Shawn Hoerner 2
Bruce Lenker 2
Kevin Villarreal 2
Justin Baird Justin Becker
Ron Brady
Anthony Cressler
Larry Fagan
Sean Grissinger

Jenn Kelly<br>Clarence Marsh<br>Pete Mavropoulos<br>Frank Moore<br>Ron Straw<br>Chris Taylor<br>Steve Weaver<br>Steve Wood

MVPs of their skill level category (2.0-3.5, 4.0-5.5, 6.0-7.5) will receive a plaque.
Qualification $S / L$ is where you played a majority of your matches, lower if tied Example: A player played 4 matches as a 5.5 and 4 matches as a 6.0. They would be qualified for the 4.0-5.5 category, not the 6.0-7.5 category.

## MVP Rules - 8 total matches required to win MVP (This division,this session)

The player with the best "AVG PPM" wins the MVP. It will be calculated to as many decimals as needed. If 2 players have the EXACT same "AVG PPM", the player who played the most matches wins. In the unlikely event that 2 players have the exact same "AVG PPM" and also have played the same amount of matches, the player with the better match record will win. The next tiebreaker will be strength of schedule ( determined by average HC of opponents).

Explanation of "AVG PPM"-- "AVG PPM" is the average match points scored per match played. It is calculated by taking the "total amount of points scored " / " total matches played"
Example...... Jordan Chickenfinger played 12 matches and his "Points For" was 71. his "AVG PPM" would be $71 / 12=5.92$.

## MVPs

## 6.0-7.5 Category <br> Ed Kearney

## 4.0-5.5 Category

Tone Brubacher
2.0-3.5 Category

Tim Meise Jr

