



9 Ball
Fall '24 (Filler)

Final Standings

	Win %	Points		Last Week	Match		AVG HC	Home Location	Playoff Matchups on 1/30/25 Home Team is in CAPS
		F	A		W	L			
It Don't Matter	0.532	452	398	30-20	47	38	4.78	Marysville Moose	BYE
Misfits	0.529	450	400	26-24	49	36	5.11	The Hose	angies
Rack Em Up	0.526	421	379	24-26	43	37	4.94	Angies Diner	anything
Zero Fux Given	0.514	437	413	28-22	41	44	4.38	The Dutch Club	silent assassins
* Silent Assassins	0.511	434	416	27-23	44	41	5.06	Gilligans on Eisenhowe	ZERO FUX GIVEN
* Anything	0.511	434	416	20-30	44	41	4.06	Dauphin Home Assoc	RACK EM UP
Angies	0.509	433	417	22-28	43	42	4.56	Angies Diner	MISFITS
Homeless Misfits	0.506	430	420	23-27	44	41	4.50	The Verhovay	
Ball Busterz	0.493	394	406	31-19	40	40	4.13	HoHos Billiards	NEXT SESSION
Chicks	0.472	401	449	28-22	41	44	5.00	Chicks	BEGINS 2/6/25 !!!
Make It Weird	0.469	375	425	22-28	36	44	4.50	The Hose	
Diamond Masters	0.464	371	429	16-34	35	45	5.06	The Pour House	
9 Ya Business	0.445	356	444	BYE	33	47	4.50	HoHos Billiards	
		5400	5400		540	540	4.66		

* Silent Assassins is the higher seed because they won 29-21 vs Anything during the session.

Division winner will receive a first round bye in the playoffs

Team rosters in red (below) have Captains who are more than \$90 in arrears. Please call league office to check if these teams are be permitted to play or if they must forfeit until further notice.

PLEASE READ THE BOTTOM OF THIS DOCUMENT. THERE IS VALUABLE INFORMATION THAT WILL PUT YOU AT A DISADVANTAGE IF YOU AREN'T FAMILIAR WITH THESE RULES.

HC	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Jaafar Nabaoui	45	45	5.00	4	5	0.500	0	0	####	0	0
5.5	Pete Mavropoulos	16	24	4.00	1	3	0.360	40	40	5.00	3	7
5.5	Alfredo Cortes, CPT	85	55	6.07	11	3	0.757	73	67	5.21	0	0
5.0	Kevin Joy	72	48	6.00	8	4	0.720	42	48	4.67	3	7
4.5	Alex Knapp	55	55	5.00	5	6	0.500	44	36	5.50	0	0
4.0	Larry Keefe	36	54	4.00	2	7	0.310	57	53	5.18	0	0
3.5	Ron John	54	66	4.50	5	7	0.390	63	57	5.25	4	6
3.5	Steve Shipp	58	52	5.27	6	5	0.557	54	56	4.91	2	8
3.0	Kevin Bethea	12	18	4.00	1	2	0.370	37	33	5.29	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.56	433	417	43	42						

1 Recycle Remaining							Last Session Points			Recent Postseason Performance		
HC	Ball Busterz	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Mace Lockard	95	65	5.94	12	4	0.744	85	65	5.67	0	0
5.5	Chet Denmark	78	82	4.88	8	8	0.468	46	74	3.83	0	0
4.0	Will Etnoyer	11	19	3.67	1	2	0.327	6	4	6.00	0	0
4.0	Kevin Altland	20	10	6.67	3	0	0.717	43	67	3.91	0	0
4.0	Jason Brown	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
3.5	Abbie Lee, CPT	61	59	5.08	5	7	0.518	70	80	4.67	0	0
3.5	Travis Shade, Co-CPT	80	80	5.00	8	8	0.500	81	79	5.06	0	0
2.0	TJ Hickey	42	78	3.50	2	10	0.170	43	57	4.30	0	0
	Open Stats	0	0		0	0						
	Forfeits	7	13		1	1						
	Penalty Points											
AVERAGE HC		4.13	394	406	40	40						

3 Recycles Remaining							Last Session Points			Recent Postseason Performance		
HC	Chicks	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Bruce Lenker	31	39	4.43	4	3	0.403	50	50	5.00	7	3
6.5	Fred Brodbeck	55	45	5.50	6	4	0.600	49	31	6.13	21	9
6.0	Frank Moore, CPT	42	38	5.25	4	4	0.545	42	28	6.00	0	0
6.0	Kevin Marroquin	46	44	5.11	6	3	0.521	47	43	5.22	13	7
5.5	Sean Gallagher	50	40	5.56	5	4	0.606	46	44	5.11	7	3
5.0	Andrew Betts	62	58	5.17	7	5	0.537	58	62	4.83	7	3
4.0	Brad Saksek	33	37	4.71	3	4	0.451	70	70	5.00	16	14
3.0	Quinn Gallagher	14	26	3.50	1	3	0.290	0	0	####	0	0
2.0	Ashley Dellesega	34	66	3.40	3	7	0.180	31	39	4.43	0	10
	Open Stats	34	46		2	6						
	Forfeits	0	10		0	1						
	Penalty Points											
AVERAGE HC		5.00	401	449	41	44						

2 Recycles Remaining							Last Session Points			Recent Postseason Performance		
HC	Diamond Masters	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Mel Jones	24	26	4.80	3	2	0.470	0	0	####	0	0
6.5	Duck Nornhold	25	45	3.57	1	6	0.257	45	45	5.00	0	0
6.5	Larry Fagan	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0
6.5	Ron Straw	50	50	5.00	3	7	0.500	51	49	5.10	0	0
5.5	George Houtz	56	44	5.60	6	4	0.620	0	0	####	0	0
4.0	Clarence Marsh, CPT	69	91	4.31	6	10	0.321	80	60	5.71	0	0
3.5	Robert Hurt	29	51	3.63	2	6	0.253	41	49	4.56	0	0
3.5	Stephanie Ozimac	85	55	6.07	10	4	0.757	44	76	3.67	0	0
2.0	Beth Driver	33	47	4.13	4	4	0.343	0	0	####	0	0
	Open Stats											
	Forfeits	0	20		0	2						
	Penalty Points											
AVERAGE HC		5.06	371	429	35	45						

3 Recycles Remaining

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Mike Fisher	60	60	5.00	5	7	0.500	84	66	5.60	3	7
6.0	Kevin Villarreal, Co-CPT	64	76	4.57	7	7	0.397	57	33	6.33	6	4
5.0	Tim Meise, CPT	30	50	3.75	1	7	0.275	44	36	5.50	0	0
5.0	Josh Hughes	70	60	5.38	7	6	0.588	62	68	4.77	3	7
4.0	Mike Miller	43	37	5.38	5	3	0.568	40	50	4.44	0	0
4.0	Bruce Brockman	47	33	5.88	6	2	0.658	49	41	5.44	4	6
3.5	Becky Ballent	32	48	4.00	3	5	0.320	28	42	4.00	0	0
3.5	Tim Meise Jr	29	21	5.80	3	2	0.620	46	34	5.75	0	0
3.0	Rick Lawson	55	35	6.11	7	2	0.711	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.50	430	420	44	41						

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	John Lamplugh	46	44	5.11	4	5	0.521	36	44	4.50	0	0
7.0	Scott Gibson, CPT	46	34	5.75	5	3	0.635	50	30	6.25	0	0
5.5	Brad Miller	62	58	5.17	8	4	0.537	44	46	4.89	0	0
5.0	Bill Scharff	74	76	4.93	6	9	0.483	56	44	5.60	0	0
4.5	Eric Snyder	61	29	6.78	8	1	0.838	50	70	4.17	0	0
4.0	John Linn	47	53	4.70	4	6	0.440	51	49	5.10	0	0
4.0	Brian Carl	31	29	5.17	3	3	0.527	0	0	####	0	0
3.0	Doug Wagner	34	36	4.86	3	4	0.476	16	44	2.67	0	0
3.0	Tracy Klinger	51	39	5.67	6	3	0.627	50	60	4.55	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.78	452	398	47	38						

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Ed Kearney	49	41	5.44	5	4	0.584	64	46	5.82	17	13
6.5	Chas Foltz	49	51	4.90	5	5	0.480	0	0	####	0	0
6.5	Dakota Miller	44	36	5.50	5	3	0.590	0	0	####	0	0
5.5	Anthony Cressler, CPT	63	47	5.73	6	5	0.653	65	75	4.64	14	16
5.0	Scott Wallace	51	69	4.25	6	6	0.335	77	73	5.13	13	7
5.0	Brian Minnich	55	55	5.00	6	5	0.500	0	0	####	0	0
4.0	Kevin Miller	38	42	4.75	4	4	0.455	59	41	5.90	3	7
3.0	Aaron Neely	26	14	6.50	3	1	0.710	32	38	4.57	10	0
3.0	Crystal Johnson	65	35	6.50	8	2	0.800	39	61	3.90	6	4
	Open Stats	10	10		1	1						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.11	450	400	49	36						

See Below
↓↓

Ed Kearney started session as a 7.5, is still a 7.5
 Chas Foltz started session as a 6.0, is now a 6.5
 Dakota Miller started session as a 5.5, is now a 6.5
 Anthony Cressler started session as a 5.0, is now a 5.5
 Scott Wallace started session as a 4.5, is now a 5.0
 Brian Minnich started session as a 5.0, is still a 5.0
 Kevin Miller started session as a 4.0, is still a 4.0
 Aaron Neely (ineligible for postseason) started session as a 3.0
 Crystal Johnson started session as a 2.5, is now a 3.0

HC	9 Ya Business	Points			Average		Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	F	A		AVG	F	A		
6.5	Jenn Kelly	41	49	4.56	4	5	0.416	45	45	5.00	8	12		
6.5	Rick Boyer	53	47	5.30	7	3	0.560	49	61	4.45	10	10		
5.5	Forrest Aeppli	23	37	3.83	1	5	0.313	31	29	5.17	0	0		
4.5	Jim Roberts	46	74	3.83	4	8	0.243	60	50	5.45	7	3		
4.5	John Hoffman	45	55	4.50	4	6	0.400	65	45	5.91	3	7		
4.0	Carlos Olmeda	31	39	4.43	3	4	0.403	56	54	5.09	6	4		
3.5	Ellie Heinly, Co-Cpt	32	38	4.57	3	4	0.427	52	48	5.20	7	3		
3.0	Jeremy Driver	52	58	4.73	4	7	0.443	56	64	4.67	0	0		
2.5	Emily Dauberman	33	47	4.13	3	5	0.343	31	39	4.43	0	0		
	Open Stats													
	Forfeits	0	0		0	0								
	Penalty Points													
AVERAGE HC		4.50	356	444	33	47								

HC	Rack Em Up	Points			Average		Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	L	PPM	W	L	F	A		AVG	F	A		
7.5	John Hedgepath	56	34	6.22	7	2	0.732	37	43	4.63	0	0		
6.5	Rikki Johnson	54	26	6.75	7	1	0.815	56	54	5.09	6	4		
6.0	Brian Hogentogler	36	44	4.50	3	5	0.410	65	45	5.91	4	6		
5.5	Kelly Norris	41	39	5.13	4	4	0.523	66	74	4.71	0	0		
5.0	Ed Croco, CPT	52	48	5.20	6	4	0.540	66	44	6.00	4	6		
4.5	Jack Jimmink	46	44	5.11	4	5	0.521	66	74	4.71	0	0		
4.5	Paul McMichael	70	50	5.83	7	5	0.683	66	74	4.71	0	0		
3.0	Tammy Norris	24	26	4.80	2	3	0.470	63	57	5.25	0	0		
2.0	Jackie Croco	35	65	3.50	2	8	0.200	51	49	5.10	0	0		
	Open Stats													
	Forfeits	7	3		1	0								
	Penalty Points													
AVERAGE HC		4.94	421	379	43	37								

AVERAGE HC

5.06 434 416

44 41

No Recycles Remaining Zero Fux Given		Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		HC	F	A	PPM	W	L	Score	F	A	AVG	F
7.5	Shawn Hoerner	82	68	5.47	7	8	0.617	62	58	5.17	0	0
5.0	Terry Ballent	35	35	5.00	4	3	0.500	50	80	3.85	0	0
4.5	Tone Brubacher	33	47	4.13	2	6	0.343	73	77	4.87	0	0
4.5	James Dagenhart	61	39	6.10	7	3	0.720	49	51	4.90	0	0
4.5	Jose Soto	57	53	5.18	6	5	0.538	0	0	####	0	0
3.5	Nick Ellis	77	93	4.53	6	11	0.373	74	76	4.93	0	0
3.0	Monica Reinnagel	73	67	5.21	7	7	0.551	57	63	4.75	0	0
2.5	Jacqui Hiemstra, CPT	12	8	6.00	1	1	0.620	38	42	4.75	0	0
Open Stats		0	0		0	0						
Forfeits		7	3		1	0						
Penalty Points												
AVERAGE HC		4.38	437	413	41	44						

The break requirements 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 player 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. Not 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.

*****In week 18, the winning team of each match will receive \$90
(If 25-25 tie, the team that wins at least 3 individual matches wins the tiebreaker).
Week 18 is a "pay to play" week like all other matches during the regular session.**

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, **AND MUST PAY \$18...\$9 FOR BOTH TEAMS**

The team that is the beneficiary of the forfeit will receive a 7-3 win and will not pay the \$9 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.

Only (1) "7.5" can play for a given team in a given night

Projected Payouts

Tournament Champions	\$ 2,600
Tournament 2nd Place	\$ 1,600
Division Winner	\$ 260
Week 18 Winners (\$90 x 6)	\$ 540
Total Payouts	\$ 5,000

A player who meets the minimum number of matches to qualify for postseason must be on the roster they qualified for at session end to play in postseason. If a player switches teams during the session, the league will at its discretion determine if that player can shoot in postseason for the team that it finished the session with. The league office may also force that player to play at a higher handicap for postseason.

If a player releases (throws or slams) his stick in frustration onto the table that the match is being played, that rack will be called with all remaining points on the table prior to the tantrum going to the player who didn't have the tantrum.

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 2.5-4.5 receive 2 timeouts per game.

A 2.0 receives 3 timeouts per game. (but no longer may receive sideline coaching)

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. Player adds must be approved by the league office and may be denied for any reason and at any time. The league office may also bring "new" players in at whatever handicap it deems fair and in the best interests of the league as a whole..

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM **in the event that one 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.**

Please be considerate of the players who are shooting the match. If a player fouls, it is the responsibility of his/her opponent to call the foul. The teammates who aren't shooting the match are not permitted to tell their player that the opponent fouled. A timeout can be used to alert a teammate that they believe that the opponent fouled. Players are expected to be " good sports" when committing a foul but are no under obligation to tell the opponent if they were not paying attention. **If a player commits an obvious foul, but the offending player doesn't realize he/she fouled, the teammates of the OFFENDING player should alert THEIR OWN PLAYER that he/she fouled.**

If the 2 players disagree that a foul occurred (even after a timeout), the ruling is that no foul occurred.

Helpful Tip: *Smartphones with slow motion video capabilities will take the "guesswork" out.*

Players must play a minimum of **7** matches in this division to qualify for postseason . Play-In Matches ARE considered postseason. Players switching to another team during the session must be approved by the league office. League office reserves the right to bring players who are switching teams in at whatever skill level it deems fair. Example.. Charlotte is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, she decides she wants to play for the team that is in first place. The league office can bring Charlotte back on to the first place team at whatever skill level it deems necessary to maintain integrity within the league.

If a team is a beneficiary of a forfeit win, their named rostered player will get credit for a "match played" in regards to postseason eligibility, but the match will not count in regards to MVP 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 create a new schedule for the remainder of the session.

Any team that forfeits an individual match will receive 0 points for that match and must still pay the \$18 for that match. The \$18 includes the \$9 for the opposing team that is benefitting from the forfeit.

The team that is the beneficiary of a forfeit will receive **0.7** wins and **0.3** losses and will not have to pay for a forfeit win. This was put to a vote and the outcome was no change to the existing rule. --10/31/16

The rationale for this is that it is grossly unfair for teams to play an entire 18 week session and not make the postseason because a "bubble team" received numerous forfeit wins by pure random chance and no skill whatsoever. A full win (1 point) should only be awarded if the match was earned by playing and winning on the

pool table. Remember, teams are ranked according to win percentage. If a team is the beneficiary of a forfeit, their named player still gets credit for a "match played" in regards to postseason eligibility. They will not get credit for a "match played" in regards to MVP eligibility and they will not receive credit for a win or a loss for their individual statistics.

Break And Funs This Week

Ed Kearney
Shawn Hoerner

Break And Funs This Session

Shawn Hoerner	9
Ed Kearney	5
Anthony Cressler	2
Mike Fisher	2
John Hedgepath	2
Mel Jones	2
John Lamplugh	2
James Shafer	2
Kevin Villarreal	2
Justin Baird	
Bruce Brockman	
Kevin Bryner	
Scott Gibson	
Betsy Goodman	
George Houtz	
Rikki Johnson	
Jenn Kelly	
Stan Kovich	
Mace Lockard	
Rich Long	
Paul McMichael	
Kevin Miller	
Duck Nornhold	
Ron Straw	

MVPs of their skill level category will receive a plaque. The 3 categories are (2.0-3.5), (4.0-5.5), (6.0-7.5)

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

Each player will have an "MVP Score" on the standings. It is calculated as follows.....

$$(\text{Average PPM} + ((\text{Points For} - \text{Points Against}) * .05)) / 10$$

Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

$$\begin{aligned}
 & ((56 / (9 \text{ matches played})) + ((56 - 34) * .05)) / 10 = \\
 & ((6.22) + (22 x .05)) / 10 = \\
 & (6.22 + 1.1) / 10 = \mathbf{.732}
 \end{aligned}$$

MVPs

6.0-7.5 **Rikki Johnson**

4.0-5.5 **Eric Snyder**

2.0-3.5 **Crystal Johnson**

