



Fall '23 (Mosconi)

Week 19 12/19/23

	Win %	Match		Last Week	Games		AVG HC	Home Location	Week 19 Matchups Home Team if in <b>CAPS</b>
		W	L		W	L			
Just FOCUS	<b>0.574</b>	51.7	38.3	3.4-1.6	219	196	4.8	The Pour House	making our luck
Making Our Luck	<b>0.570</b>	51.3	38.7	3-2	243	210	4.7	Angies Diner	<b>JUST FOCUS</b>
Rack Em Up	<b>0.544</b>	49	41	3-2	248	211	5.1	Angies Diner	hustlers & babes
Hustlers & Babes	<b>0.511</b>	46	44	2-3	235	216	5.0	The Pour House	<b>RACK EM UP</b>
Benchwarmers	<b>0.511</b>	46	44	2-3	227	214	4.4	HoHos Billiards	angies dogs
Angies Dogs	<b>0.489</b>	44	46	3-2	225	217	4.7	Angies Diner	<b>BENCHWARMERS</b>
Chicks	<b>0.452</b>	40.7	49.3	2.7-2.3	205	224	5.0	Chicks Tavern	heavy hitters
Heavy Hitters	<b>0.444</b>	40	50	2-3	198	230	4.0	Angies Diner	<b>CHICKS</b>
Middletown Moose	<b>0.444</b>	40	50	2-3	197	233	4.3	Middletown Moose	zero fux given
Zero Fux Given	<b>0.444</b>	40	50	1-4	171	217	3.9	Bressler Club	<b>MIDDLETOWN MOOSE</b>
		450	450		2168	2168	4.6		

Hustlers & Babes went 7-3 vs Benchwarmers during session

Heavy hitters went 11-9 (.550) vs Middletown Moose & Zero Fux Given during session  
 Middletown Moose went 10-10 (.500) vs Heavy Hitters & Zero Fux Given during session  
 Zero Fux Given went 9-11 (.450) vs Heavy Hitters & Middletown Moose during session

**Team rosters in red have a captain who is 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.**

**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. KNOWLEDGE IS POWER**

HC	Angies Dogs	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
		W	L		W	L		W	L	W	L
7.0	Pete Mavropoulos	2	7	9	30	32	0.172	7	2	0	1
6.5	Stan Kovich	5	8	13	44	47	0.355	9	5	0	0
6.5	Ken McPherson	4	3	7	31	18	0.581	5	3	2	1
5.0	Kevin Joy	6	5	11	30	30	0.555	12	9	4	3
4.0	Ricky Wright	3	2	5	9	10	0.610	0	0	0	0
3.5	Alfredo Cortes	7	6	13	30	27	0.548	11	12	1	3
3.5	Steve Shipp, CPT	6	4	10	14	15	0.620	4	4	1	1
3.0	Larry Keefe	4	8	12	18	25	0.293	3	6	0	1
3.0	John Beaulieu	7	3	10	19	13	0.740	5	4	0	1
	Open Stats			0							
	Forfeits										
	Penalty Points										
<b>AVERAGE HC</b>		4.7	44	46	90	225	217				

No Recycles Remaining								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
HC	Benchwarmers	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
7.0	Rick Boyer	9	6	15	60	39	0.630	23	14	2	4
5.0	Eric Van Selow	4	5	9	29	26	0.434	15	5	0	3
5.0	Jenn Kelly	1	6	7	14	30	0.093	6	7	0	0
5.0	Forrest Aeppli, CPT	4	3	7	20	22	0.581	8	7	1	2
4.5	Jim Roberts	8	5	13	33	25	0.645	12	13	0	3
4.5	Justin Becker	9	4	13	35	26	0.742	6	5	1	2
4.0	Dan Benson	5	5	10	20	19	0.500	10	5	0	2
2.5	Ellie Heinly, Co-CPT	3	5	8	10	13	0.355	16	14	1	2
2.0	Ike Aeppli	3	5	8	6	14	0.355	3	4	0	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.4	46	44	90	227	214				

								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
HC	Chicks	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
6.0	Fred Brodbeck	5	4	9	29	31	0.566	13	10	0	0
6.0	Sean Gallagher	6	5	11	37	29	0.555	9	10	0	0
6.0	Colleen Shoop	2	7	9	17	32	0.172	4	6	0	0
6.0	Frank Moore, CO-CPT	4	3	7	23	17	0.581	10	10	0	0
6.0	Mike Blazevic	5	3	8	22	26	0.645	4	3	0	0
5.5	Tom Honaker	3	5	8	23	23	0.355	2	7	0	0
3.5	Kathy Blosser	6	9	15	25	31	0.370	4	9	0	0
3.5	Alek Bittinger	4	6	10	16	19	0.380	7	3	0	0
2.5	Kerrin Lutz	5	7	12	13	16	0.397	10	9	0	3
	Open Stats										
	Forfeits	0.7	0.3								
	Penalty Points										
AVERAGE HC		5.0	40.7	49.3	89	205	224				

1 Recycle Remaining								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
HC	Heavy Hitters	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
5.5	Raul Vargas	6	5	11	30	33	0.555	8	9	1	1
4.5	Ezequiel Rodriguez, CO-CPT	8	7	15	40	35	0.543	8	6	0	3
4.5	Miguel Rodriguez	4	9	13	25	48	0.258	10	5	1	2
4.0	Matt Suarez, CPT	7	7	14	31	32	0.500	9	4	0	3
4.0	Ken Meslinn Jr	3	1	4	12	8	0.770	0	0	0	0
3.5	Salvatore Russo	3	4	7	13	16	0.419	0	0	0	0
3.0	Daniel Rodriguez	4	6	10	16	17	0.380	0	0	0	0
3.0	Julio Soriano	3	6	9	11	15	0.303	4	6	2	1
	Open Stats	2	4		20	26					
	Forfeits	0	1								
	Penalty Points										
AVERAGE HC		4.0	40	50	83	198	230				

3 Recycles Remaining								Match Record		Tournament	
		Match		Matches	Games		MVP	Last Session		Match Record	
HC	Hustlers & Babes	W	L	Played This	W	L	Score	(Monday & Tuesday)		in PACS 32	
				Session				W	L	Invitational	
7.5	Duck Nornhold	5	3	8	33	24	0.645	11	6	4	1
7.5	Ron Straw	7	3	10	39	25	0.740	8	8	7	0
7.0	Larry Fagan	7	3	10	39	27	0.740	6	5	2	2
6.5	Josh Reynolds	7	3	10	43	23	0.740	13	9	4	2
4.0	Clarence Marsh, CPT	6	8	14	29	34	0.409	10	16	3	1
4.0	Todd Quigley	3	4	7	16	16	0.419	7	4	0	0
3.5	Robert Hurt	3	5	8	12	17	0.355	4	4	1	1
3.0	Stephanie Ozimac	7	8	15	18	24	0.457	7	11	7	0
2.0	Zach Fleming	1	7	8	6	26	0.065	4	6	0	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.0	46	44	90	235	216				

								Match Record		Tournament	
		Match		Matches	Games		MVP	Last Session		Match Record	
HC	Just FOCUS	W	L	Played This	W	L	Score	(Monday & Tuesday)		in PACS 32	
				Session				W	L	Invitational	
7.5	Dave Burd	7	4	11	47	38	0.666	10	1	0	0
6.0	Terry Ballent	8	4	12	41	26	0.707	4	11	2	2
6.0	Pete Radell	6	5	11	34	31	0.555	6	4	1	3
5.0	Jay Carey	8	6	14	35	33	0.591	7	5	3	1
3.5	John Linn	4	3	7	11	13	0.581	10	8	0	0
3.5	Nick Ellis	5	7	12	19	25	0.397	14	13	4	0
3.5	Donnie Mull	6	3	9	17	14	0.697	0	0	0	0
3.0	Scott Minnich, CPT	6	5	11	15	16	0.555	3	6	1	3
	Open Stats	0.3	0.7	1							
	Forfeits	1.4	0.6	2							
	Penalty Points										
AVERAGE HC		4.8	51.7	38.3	90	219	196				

3 Recycles Remaining								Match Record		Tournament	
		Match		Matches	Games		MVP	Last Session		Match Record	
HC	Making Our Luck	W	L	Played This	W	L	Score	(Monday & Tuesday)		in PACS 32	
				Session				W	L	Invitational	
7.5	Ed Kearney	9	3	12	53	30	0.810	16	12	5	3
6.0	*Dakota Miller	6	2	8	28	22	0.790	6	3	4	1
5.5	Anthony Cressler, CPT	10	8	18	56	52	0.576	15	11	2	2
5.0	Brian Minnich	6	10	16	46	47	0.335	8	12	3	2
5.0	Tim Meise	4	5	9	22	25	0.434	6	11	3	2
3.5	Liz Christian	4	3	7	9	12	0.581	11	15	0	0
2.5	Aaron Neely	4	3	7	11	9	0.581	4	8	0	2
2.5	Crystal Johnson	7	3	10	14	10	0.740	5	6	1	3
	Open Stats	1.3	1.7	3	4	3					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.7	51.3	38.7	90	243	210				

Dakota is only eligible for MVP in the 4.0-5.5 category since he played 6 of his 8 matches in the 4.0-5.5 category

3 Recycles Remaining								Match Record		Tournament	
		Middletown Moose		Matches Played This Session		Games		MVP Score	Last Session (Monday & Tuesday)		Match Record in PACS 32 Invitational
HC		W	L		W	L		W	L	W	L
6.5	Jonathan Searfoss	5	8	13	45	50	0.355	6	7	0	0
6.5	Shane Waechter	0	0	0	0	0	#DIV/0!	0	0	0	0
6.0	Tobe Toberman	8	4	12	40	32	0.707	5	7	0	0
5.0	John Deasy	6	8	14	42	42	0.409	9	7	0	0
4.5	Brian Crow, CPT	5	9	14	30	40	0.317	9	5	0	0
3.0	Shelli Searfoss	7	3	10	17	9	0.740	4	4	0	0
2.5	Vince Crone	2	9	11	7	31	0.112	5	6	0	0
2.5	Sue Hough	3	4	7	6	13	0.419	2	6	0	0
2.0	Melissa Fazzolari	4	5	9	10	16	0.434	1	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.3	40	50	90	197	233				

Rack Em Up								Match Record		Tournament	
		Matches Played This Session		Games		MVP Score	Last Session (Monday & Tuesday)		Match Record in PACS 32 Invitational		
HC		W	L		W	L		W	L	W	L
7.5	Rikki Johnson	7	2	9	39	23	0.828	7	4	0	0
7.0	Kyle Gamble	6	3	9	41	24	0.697	3	3	0	0
5.5	Kelly Norris	4	6	10	32	30	0.380	3	6	0	0
5.5	Brian Hogentogler	3	5	8	20	24	0.355	3	6	0	0
5.5	Tim Witmyer	9	4	13	41	29	0.742	3	9	0	0
5.5	Kevin Marroquin	7	2	9	30	19	0.828	8	11	0	0
4.5	Ed Croco	6	5	11	25	20	0.555	5	9	0	0
2.5	Marcia Yost	4	6	10	10	20	0.380	5	11	1	2
2.0	Tammy Norris	3	8	11	10	22	0.223	3	7	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	49	41	90	248	211				

Zero Fux Given								Match Record		Tournament	
		Matches Played This Session		Games		MVP Score	Last Session (Monday & Tuesday)		Match Record in PACS 32 Invitational		
HC		W	L		W	L		W	L	W	L
5.0	Tone Brubacher	9	7	16	45	48	0.583	11	19	0	0
5.0	Chae Kim	5	2	7	22	17	0.744	1	1	0	0
4.5	Brian Wilson	2	8	10	20	36	0.140	0	0	0	0
4.0	Mike Kiesling	6	10	16	31	41	0.335	8	8	0	0
3.5	Monica Reinnagel	10	5	15	25	20	0.717	4	6	0	0
2.5	Duane Rider	2	8	10	9	22	0.140	5	4	0	0
2.5	Jacqui Hiemstra, CPT	4	5	9	10	18	0.434	4	9	0	0
	Open Stats	2	3	5	9	15					
	Forfeits	0	2								
	Penalty Points										
AVERAGE HC		3.9	40	50	88	171	217				

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

Beginning with the Summer '22 session, PACS will be adopting the BCA rule regarding "8 on break"...

If the 8-ball is pocketed on the break without a foul occurring, the player breaking may

- a) have the 8-ball spotted and accept the table in position.
- b) have the balls re-racked and break again.

If the 8-ball is pocketed on the break and a foul occurs, the "breaker's" inning ends. Opponent may

- a) have the 8-ball spotted and take ball in hand.
- b) have the balls re-racked and break again.

If the 8-ball is pocketed on the break but it is not noticed until after another shot has been taken, (regardless of whether or not a ball was pocketed), the game will be replayed with the player who broke the game breaking again.

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 releases (throws or slams) his stick in frustration onto the table that the match is being played, it is a loss of game for unsportsmanlike behavior (even if no balls are contacted). Players must respect the venues that are kind enough to allow us to use their tables.

**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.

The winner of this division will receive a projected **\$ 450**

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. (Sportsmanship)**

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.. Bernie is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, he decides he wants to play for the team that is in first place. The league office can bring Bernie back on to the first place team at whatever skill level it deems necessary in maintaining 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. The "named beneficiary" of a forfeit win must be present at the match and all other normal rules regarding recycling must be followed. For example, if "Player A" played once and no other players were recycled on the team that night, the team could use one of their allotted (4) recycles for "Player A" so they would receive credit for (2) matches played in regards to postseason eligibility, but that extra match will be listed in the "forfeits" column, not credited as a win to the named beneficiary.

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 \$16 for that match. The \$16 includes the \$8 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.

In the last week of the session (the "seeding round") some matches are more meaningful than others in terms of what is at stake. If it appears that a team is forfeiting in the last week for the primary purpose of finishing in a higher position (in the final standings) than its opponent, the league may at its discretion treat forfeit wins as a full point instead of .7 wins for the team that is the beneficiary of the forfeit. Example.. Going into the final week, Team A is 43-42 and they are playing Team B who has a 42-43 record. After the first 4 matches played in week 18, the teams are tied 2-2. If team A would forfeit the last match, it is likely that Team B would be awarded a full point for the forfeit win instead of only .7 wins in this instance.

#### ***Break And Funs This Week***

Terry Ballent

#### ***Break And Funs This Session***

Ron Straw	6
Terry Ballent	2
Rick Boyer	2
Kyle Gamble	2
Brian Hogentogler	2
Ed Kearney	2
Ken McPherson	2
Josh Reynolds	2
Fred Brodbeck	
Dave Burd	
Anthony Cressler	
Larry Fagan	
Tom Honaker	

Rikki Johnson  
Tim Meise  
Dakota Miller  
Brian Minnich  
Jim Roberts  
Jonathon Searfoss  
Raul Vargas

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.....

$(\text{Match wins} / \text{Matches Played}) + ((\text{Matches Won} - \text{Matches Lost}) \times .01)$

Example... A Player with a 10-2 Record would have an MVP score of

$(10/12) + ((10-2) \times .01) = .833 + (8 \times .01) = .833 + .08 = \underline{.913}$

In the event of a tie, tiebreakers are as follows...

- 1) Head to Head. **\*2) Average win/loss margin per match**
- 4) Average Skill Level of Opponent (Strength of Schedule)

Qualification S/L is where you played a majority of your matches, lower if tied

Explanation of "**Average win/loss margin per match**"

**If a "7" plays a "4" and wins 5-0, the win/loss margin for the "7" for that match is +2 because the "4" fell 2 games short of winning the match (since it is a 5-2 race). If a "7" loses to a "4" 0-2, the win/loss margin for the "7" is - (minus) 5 because the "7" fell 5 games short of winning the match.**