



Fall '23 (Mosconi)

Week 8 10/3/23

	Win %	Match		Last Week	Games		AVG HC	Home Location	Week 8 Matchups Home Team if in CAPS
		W	L		W	L			
Rack Em Up	0.600	21	14	2-3	98	78	5.0	Angies Diner	zero fux given
Middletown Moose	0.600	21	14	4-1	92	77	4.6	Middletown Moose	JUST FOCUS
Heavy Hitters	0.543	19	16	3-2	90	86	4.5	Angies Diner	MAKING OUR LUCK
Chicks	0.514	18	17	3-2	78	86	5.0	Chicks Tavern	angies dogs
Zero Fux Given	0.514	18	17	1-4	71	80	3.8	Bressler Club	RACK EM UP
Making Our Luck	0.494	17.3	17.7	3-2	89	80	4.6	Angies Diner	heavy hitters
Hustlers & Babes	0.486	17	18	2-3	87	92	5.1	The Pour House	BENCHWARMERS
Benchwarmers	0.457	16	19	2-3	81	80	4.6	HoHos Billiards	hustlers & babes
Angies Dogs	0.400	14	21	1-4	79	89	4.4	Angies Diner	CHICKS
Just FOCUS	0.380	13.3	21.7	4-1	75	92	4.5	The Pour House	middletown moose
		175	175		840	840	4.6		

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	0	5	5	17	19	(0.050)	7	2	0	1
6.5	Stan Kovich	1	3	4	11	13	0.230	9	5	0	0
5.5	Kevin Joy	3	1	4	13	11	0.770	12	9	4	3
4.0	Ricky Wright	0	1	1	0	4	(0.010)	0	0	0	0
4.0	Alfredo Cortes	3	3	6	12	15	0.500	11	12	1	3
3.5	Mike Minahan	0	0	0	0	0	#DIV/0!	3	4	0	1
3.0	Larry Keefe	0	4	4	5	11	(0.040)	3	6	0	1
3.0	Steve Shipp, CPT	3	2	5	6	6	0.610	4	4	1	1
3.0	John Beaulieu	3	1	4	7	6	0.770	5	4	0	1
	Open Stats	1	1	2	8	4					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.4	14	21	35	79	89				

2 Recycles Remaining		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
HC	Benchwarmers	W	L		W	L		W	L	W	L
7.0	Rick Boyer	4	2	6	24	15	0.687	23	14	2	4
5.5	Eric Van Selow	1	1	2	7	6	0.500	15	5	0	3
5.5	Jenn Kelly	1	1	2	6	5	0.500	6	7	0	0
5.0	Forrest Aeppli, CPT	2	1	3	9	8	0.677	8	7	1	2
4.5	Jim Roberts	4	3	7	17	14	0.581	12	13	0	3
4.5	Justin Becker	3	2	5	13	8	0.610	6	5	1	2
4.0	Dan Benson	0	2	2	2	6	(0.020)	10	5	0	2
3.0	Ellie Heinly, Co-CPT	1	3	4	3	9	0.230	16	14	1	2
2.0	Ike Aeppli	0	4	4	0	9	(0.040)	3	4	0	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	16	19	35	81	80				

		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
HC	Chicks	W	L		W	L		W	L	W	L
6.0	Colleen Shoop	0	3	3	2	13	(0.030)	4	6	0	0
6.0	Fred Brodbeck	2	2	4	10	14	0.500	13	10	0	0
6.0	Sean Gallagher	2	1	3	9	6	0.677	9	10	0	0
5.5	Tom Honaker	1	3	4	11	15	0.230	2	7	0	0
5.5	Mike Blazevec	3	1	4	12	12	0.770	4	3	0	0
5.5	Frank Moore, CO-CPT	1	1	2	6	5	0.500	10	10	0	0
4.0	Kathy Blosser	4	2	6	14	10	0.687	4	9	0	0
4.0	Alek Bittinger	2	2	4	8	6	0.500	7	3	0	0
2.5	Kerrin Lutz	3	2	5	6	5	0.610	10	10		
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.0	18	17	35	78	86				

		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
HC	Heavy Hitters	W	L		W	L		W	L	W	L
7.0	Ken McPherson	2	2	4	14	17	0.500	5	3	2	1
5.0	Miguel Rodriguez	2	4	6	13	20	0.313	10	5	1	2
5.0	Raul Vargas	2	2	4	9	14	0.500	8	9	1	1
5.0	Ezequiel Rodriguez, CO-CPT	6	1	7	24	9	0.907	8	6	0	3
4.0	Matt Suarez,CPT	1	3	4	7	14	0.230	9	4	0	3
4.0	Ken Meslenn Jr	1	0	1	4	1	1.010	0	0	0	0
4.0	Salvatore Russo	1	0	1	3	1	1.010	0	0	0	0
3.5	Daniel Rodriguez	3	2	5	11	6	0.610	0	0	0	0
3.0	Julio Soriano	1	2	3	5	4	0.323	4	6	2	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.5	19	16	35	90	86				

HC	Hustlers & Babes	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
7.5	Duck Nornhold	2	3	5	18	18	0.390	11	6	4	1
7.5	Ron Straw	2	1	3	10	9	0.677	8	8	7	0
7.0	Josh Reynolds	2	1	3	13	7	0.677	13	9	4	2
6.5	Larry Fagan	2	3	5	14	16	0.390	6	5	2	2
4.5	Todd Quigley	3	2	5	13	12	0.610	7	4	0	0
4.0	Clarence Marsh, CPT	3	1	4	10	7	0.770	10	16	3	1
3.5	Robert Hurt	0	2	2	0	6	(0.020)	4	4	1	1
3.5	Stephanie Ozimac	2	2	4	5	6	0.500	7	11	7	0
2.0	Zach Fleming	1	3	4	4	11	0.230	4	6	0	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	17	18	35	87	92				

HC	Just FOCUS	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
7.5	Dave Burd	1	3	4	16	19	0.230	10	1	0	0
6.0	Pete Radell	1	2	3	9	11	0.323	6	4	1	3
5.5	Terry Ballent	2	2	4	12	12	0.500	4	11	2	2
4.5	Jay Carey	2	5	7	15	22	0.256	7	5	3	1
3.5	John Linn	1	2	3	3	7	0.323	10	8	0	0
3.0	Scott Minnich, CPT	4	2	6	9	8	0.687	3	6	1	3
3.0	Donnie Mull	0	2	2	3	4	(0.020)	0	0	0	0
3.0	Nick Ellis	2	3	5	8	9	0.390	14	13	4	0
	Open Stats	0.3	0.7	1							
	Forfeits										
	Penalty Points										
AVERAGE HC		4.5	13.3	21.7	35	75	92				

3 Recycles Remaining		Match	Matches Played This Session	Games	MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational			
HC	Making Our Luck					W	L	W	L	W	L
7.5	Ed Kearney	4	1	5	23	11	0.830	16	12	5	3
5.5	Dakota Miller	2	0	2	7	3	1.020	6	3	4	1
5.0	Anthony Cressler, CPT	3	4	7	20	20	0.419	15	11	2	2
5.0	Brian Minnich	1	6	7	19	25	0.093	8	12	3	2
4.5	Patrick Shoop	1	1	2	4	3	0.500	0	0	0	0
4.5	Tim Meise	2	1	3	6	8	0.677	6	11	3	2
2.5	Aaron Neely	2	2	4	6	5	0.500	4	8	0	2
2.0	Crystal Johnson	2	2	4	4	5	0.500	5	6	1	3
	Open Stats	0.3	0.7	1							
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	17.3	17.7	35	89	80				

HC	Middletown Moose	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	Jonathan Searfoss	3	2	5	22	16	0.610	6	7
6.5	Shane Waechter	0	0	0	0	0	#DIV/0!	0	0	0	0
5.5	Tobe Toberman	5	0	5	20	11	1.050	5	7	0	0
5.0	John Deasy	3	3	6	20	15	0.500	9	7	0	0
4.5	Brian Crow, CPT	1	4	5	10	15	0.170	9	5	0	0
3.0	Vince Crone	1	4	5	3	14	0.170	5	6	0	0
3.0	Shelli Searfoss	4	0	4	8	2	1.040	4	4	0	0
2.5	Sue Hough	2	0	2	4	0	1.020	2	6	0	0
2.0	Melissa Fazzolari	2	1	3	5	4	0.677	1	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.6	21	14	35	92	77				

HC	Rack Em Up	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
		7.5	Rikki Johnson	4	0	4	20	6	1.040	7	4
6.5	Kyle Gamble	2	0	2	10	5	1.020	3	3	0	0
6.0	Kelly Norris	3	0	3	13	6	1.030	3	6	0	0
6.0	Brian Hogentogler	1	2	3	8	11	0.323	3	6	0	0
5.0	Tim Witmyer	2	3	5	12	16	0.390	3	9	0	0
5.0	Kevin Marroquin	3	1	4	14	10	0.770	8	11	0	0
4.5	Ed Croco	4	2	6	14	8	0.687	5	9	0	0
2.5	Marcia Yost	1	3	4	3	9	0.230	5	11	1	2
2.0	Tammy Norris	1	3	4	4	7	0.230	3	7	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.0	21	14	35	98	78				

1 Recycle Remaining		HC	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
Zero Fux Given			W	L		W	L		W	L	W	L
5.0	Brian Wilson		2	1	3	10	6	0.677	0	0	0	0
5.0	Tone Brubacher	7	1	8	26	20	0.935	11	19	0	0	
4.0	Mike Kiesling	1	6	7	14	23	0.093	8	8	0	0	
4.0	Jonah Stoddart	1	1	2	2	4	0.500	0	0	0	0	
3.0	Duane Rider	1	3	4	4	9	0.230	5	4	0	0	
3.0	Monica Reinengal	4	3	7	11	11	0.581	4	6	0	0	
2.5	Jacqui Hiemstra, CPT	2	2	4	4	7	0.500	4	9	0	0	
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		3.8	18	17	35	71	80					

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.

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.

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.