



Fall '23 (Solids)

Week 12 11/13/23

	Win %	Match		Last	Games		AVG	Home Location	Week 12 Opponent
		W	L	Week	W	L	HC		Home Team if in CAPS
Pool CueTs	<b>0.595</b>	32.7	22.3	3-2	146	127	4.8	The Hose	<b>BYE</b>
We Lag Well	<b>0.560</b>	28	22	2-3	136	111	4.9	The Pour House	<b>MARYSVILLE MOOSE</b>
Angies A Team	<b>0.560</b>	28	22	BYE	126	111	5.1	Angies Diner	last call
Silent Assassins	<b>0.560</b>	28	22	3-2	142	110	5.1	Gillgans on Eisenhower	rock out w/chalk out
Chicks	<b>0.540</b>	27	23	2-3	128	126	4.9	Chicks Tavern	<b>IT STILL DON'T MATTER</b>
It Still Don't Matter	<b>0.500</b>	25	25	1-4	138	113	4.9	The Pour House	chicks
Pour House Elite	<b>0.500</b>	25	25	2-3	123	115	5.2	The Pour House	<b>DEAD STROKES</b>
Off In The Corner	<b>0.500</b>	25	25	2-3	126	132	5.1	Enola Sportsmens	<b>MARYSVILLE VFW</b>
Last Call	<b>0.480</b>	24	26	3-2	113	135	4.8	The Hose	<b>ANGIES A TEAM</b>
Dead Strokes	<b>0.460</b>	23	27	3-2	111	122	4.5	Chicks Tavern	pour house elite
Marysville VFW	<b>0.455</b>	25	30	3-2	100	134	3.9	Marysville VFW	off in the corner
Marysville Moose	<b>0.394</b>	19.7	30.3	2-3	106	132	5.1	Marysville Moose	we lag well
Rock Out W/Chalk Out	<b>0.380</b>	19	31	4-1	104	131	4.8	Dauphin Home Assoc	<b>SILENT ASSASSINS</b>
		330	330		1599	1599	4.8		

**Team rosters in red have a captain who is in arrears on 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 A Team	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	1	5	21	14	0.830	7	4	0	0
7.0	John Hedgepath	3	4	7	25	21	0.419	10	4	1	3
5.0	Kevin Joy, CO-CPT	3	2	5	16	11	0.610	12	9	4	3
5.0	Jack Jimmink	3	4	7	14	19	0.419	8	5	4	1
4.5	Jim Roberts, CO-CPT	3	3	6	16	16	0.500	12	13	0	3
4.0	Alfredo Cortes	3	3	6	14	12	0.500	11	12	1	3
4.0	Ron John	4	1	5	10	7	0.830	4	5	3	1
3.5	Paul McMichael	3	2	5	6	6	0.610	3	6	1	1
3.0	Jen Taylor	2	2	4	4	5	0.500	0	0	0	0
	Open Stats	0	0		0	0					
	Forfeits	0	0								
	Penalty Points										
<b>AVERAGE HC</b>		<b>5.1</b>	28	22	50	126	111				

HC	Marysville VFW	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
5.5	Mike Leonard, CPT	5	4	9	24	24	0.566	0	0	0	0
5.0	Shawn Evinger, Co-CPT	5	4	9	22	19	0.566	0	0	0	0
4.0	John Shughart	2	3	5	13	13	0.390	6	6	0	0
4.0	Jeff Evinger	0	0	0	0	0	#DIV/0!	0	0	0	0
4.0	Dave Beck	4	4	8	12	17	0.500	0	0	0	0
3.5	Bob Bannon	3	3	6	11	14	0.500	0	0	0	0
3.5	Doug Hammaker	5	3	8	12	17	0.645	7	8	0	0
3.0	Suzie Evinger	1	4	5	5	13	0.170	0	0	0	0
2.5	Bob Marinak	0	5	5	1	17	(0.050)	0	0	0	0
	Open Stats										
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC		3.9	25	30	55	100	134				

HC	Chicks	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
6.5	Bruce Lenker	3	1	4	17	10	0.770	10	7	0	0
6.5	Fred Brodbeck	4	4	8	29	29	0.500	13	10	0	0
6.0	Frank Moore, CPT	4	2	6	18	14	0.687	10	10	0	0
5.5	Brian Hogentogler	2	2	4	13	14	0.500	3	6	0	0
5.0	Joe Lahr	4	3	7	17	21	0.581	6	4	0	0
4.0	Bryan Douglas	2	4	6	10	14	0.313	6	6	0	0
4.0	Wade Brodbeck	3	3	6	11	14	0.500	4	3	0	0
3.5	Brad Bohner	3	2	5	8	5	0.610	6	6	0	0
3.0	Rich Worley	2	2	4	5	5	0.500	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	27	23	50	128	126				

2 Recycles Remaining				Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
HC	Dead Strokes	W	L		W	L		W	L	W	L
6.5	Krupal Desai	2	3	5	17	16	0.390	5	4	0	0
6.0	Porus Irani	4	3	7	27	24	0.581	3	6	0	0
5.5	Dave Lavendier, CPT	3	2	5	15	13	0.610	7	7	0	0
5.0	Brandon Smith, Co-CPT	1	3	4	9	16	0.230	3	5	0	0
4.5	Pete Servatius	3	2	5	11	10	0.610	6	4	0	0
4.0	Don Severs	6	2	8	18	12	0.790	2	11	0	0
3.0	Alen Sauder	1	4	5	5	15	0.170	0	0	0	0
3.0	Mike Servatius	3	4	7	8	10	0.419	7	6	0	0
3.0	Maggie Smith	0	3	3	1	6	(0.030)	3	3	0	0
	Open Stats										
	Forfeits	0	1								
	Penalty Points										
AVERAGE HC		4.5	23	27	49	111	122				

HC	It Still Don't Matter	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	John Lamplugh	3	5	8	32	30	0.355	5	4	4	0
6.5	Jim Geedy	3	1	4	16	10	0.770	6	5	0	1
5.5	Scott Gibson, CPT	5	3	8	25	17	0.645	1	8	2	1
5.0	Shawn Lilley	3	4	7	19	17	0.419	6	5	2	0
5.0	Paul Drees	4	1	5	19	9	0.830	7	3	0	2
4.5	Eric Snyder	3	2	5	11	8	0.610	5	5	2	0
4.0	Donnie Despines	0	2	2	2	6	(0.020)	0	0	0	0
3.5	John Linn	0	3	3	2	6	(0.030)	10	8	0	0
2.5	Rick Lawson	4	4	8	12	10	0.500	7	5	1	3
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	25	25	50	138	113				

HC	Last Call	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	Chris Hess	3	1	4	19	11	0.770	9	2	0	0
6.5	Sean Gallagher	4	1	5	18	13	0.830	9	10	0	0
6.0	Kevin Shutt	1	4	5	11	19	0.170	3	4	0	0
5.5	Brian Kim	3	3	6	16	18	0.500	5	7	0	0
5.5	Tim Neely	6	0	6	22	11	1.060	5	2	0	0
5.0	Kevin Marroquin	2	5	7	12	22	0.256	8	11	0	0
2.5	Liz Christian, CPT	4	2	6	10	9	0.687	11	15	0	0
2.5	Emily Dauberman, Co-CPT	1	4	5	2	13	0.170	5	4	0	0
2.0	Matt Hoch	0	6	6	3	19	(0.060)	2	7	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.8	24	26	50	113	135				

1 Recycle Remaining				Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 32 Invitational	
HC	Marysville Moose	W	L		W	L		W	L	W	L
7.5	Devin Kennedy	1	3	4	11	12	0.230	4	1	0	0
7.0	Tim Reisinger	0	1	1	2	5	(0.010)	4	1	0	0
6.0	Shane Waechter	2	3	5	14	21	0.390	0	0	0	0
5.0	Lonnie Benner	1	3	4	12	8	0.230	7	4	0	0
5.0	Larry Deatrick	4	3	7	20	23	0.581	5	5	0	0
4.5	Andrew Egolf	4	6	10	21	29	0.380	3	7	0	0
3.5	Ryan Iskric, CPT	3	6	9	16	20	0.303	8	7	0	0
3.5	Mason Iskric	2	3	5	5	9	0.390	0	0	0	0
3.5	Kevin Jones	2	2	4	5	5	0.500	2	5	0	0
	Open Stats										
	Forfeits	0.7	0.3								
	Penalty Points										
AVERAGE HC		5.1	19.7	30.3	49	106	132				

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	Off In The Corner	W	L		W	L		W	L	W	L
7.0	Ken Hess	1	1	2	8	4	0.500	0	0	0	0
7.0	Chuck Whitmyer	4	3	7	29	21	0.581	4	5	0	0
5.5	Bradley Keich	5	4	9	29	29	0.566	7	6	0	0
5.0	Jenn Kelly, CPT	2	4	6	16	21	0.313	6	7	0	0
4.5	JT Keich	0	3	3	5	11	(0.030)	3	4	0	0
4.0	Joe Pinci	2	2	4	8	10	0.500	0	0	0	0
4.0	Kiernan Kelly	7	2	9	17	10	0.828	8	4	0	0
4.0	Patrick Kelly, Co-CPT	3	4	7	9	18	0.419	7	6	0	0
3.5	Carson Kelly	1	2	3	5	8	0.323	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.1	25	25	50	126	132				

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	Pool CueTs	W	L		W	L		W	L	W	L
7.5	Kevin Dodson	4	3	7	27	21	0.581	8	3	0	0
7.5	Mike Fisher	5	3	8	34	25	0.645	8	3	0	0
4.5	Anthony Hackman, Co-CPT	2	8	10	20	37	0.140	7	6	0	0
4.5	Adam Brody	3	3	6	14	12	0.500	8	5	0	0
4.5	Scott Granger	5	3	8	18	17	0.645	5	7	0	0
4.0	Dave Komykoski	0	0	0	0	0	#DIV/0!	1	0	0	0
4.0	Ken Richards	1	1	2	3	3	0.500	3	4	0	0
4.0	Lyle Hartranft, Co-CPT	7	1	8	20	9	0.935	5	5	0	0
3.0	Terry Smith	5	0	5	10	3	1.050	7	4	0	0
	Open Stats										
	Forfeits	0.7	0.3								
	Penalty Points										
AVERAGE HC		4.8	32.7	22.3	54	146	127				

Terry was the named beneficiary of a forfeit win

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	Pour House Elite	W	L		W	L		W	L	W	L
7.5	Duck Nornhold	4	1	5	23	13	0.830	11	6	4	1
7.5	Ron Straw	2	2	4	15	6	0.500	8	8	7	0
7.0	Josh Reynolds	0	4	4	9	17	(0.040)	13	9	4	2
6.0	Alan Fleegal	4	2	6	21	16	0.687	7	5	2	2
5.0	Andy Ritter	3	2	5	15	13	0.610	9	5	1	1
4.0	Clarence Marsh, CPT	3	4	7	12	15	0.419	10	16	3	1
4.0	Todd Quigley	1	4	5	8	12	0.170	7	4	0	0
3.0	Stephanie Ozimac	3	3	6	8	11	0.500	7	11	7	0
3.0	Kerrin Lutz	5	3	8	12	12	0.645	10	9	0	3
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.2	25	25	50	123	115				

HC		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
<b>1 Recycle Remaining</b>											
<b>Rock Out With Chalk Out</b>											
7.5	Steve Weaver	2	2	4	13	15	0.500	9	3	0	3
7.0	Rick Boyer, CPT	3	4	7	21	26	0.419	23	14	2	4
5.0	Eric Van Selow	2	3	5	14	15	0.390	15	5	0	3
4.5	Bruce Wright	1	6	7	15	22	0.093	8	2	1	1
4.5	Bill Scharff	4	2	6	15	10	0.687	4	5	1	3
3.5	Joe Gailey	3	5	8	15	18	0.355	5	3	0	0
3.5	Jess Cassner	2	2	4	5	8	0.500	1	5	2	1
3.0	Tracy Klinger	2	7	9	6	17	0.172	6	6	4	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC		4.8	19	31	50	104	131				

HC		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
<b>Silent Assassins</b>											
7.0	Kevin Bryner	6	1	7	31	14	0.907	12	10	0	2
6.5	James Shafer, Co-CPT	1	3	4	15	17	0.230	7	8	2	0
6.5	Gerard Madden	1	2	3	8	13	0.323	10	5	3	0
5.0	Sean Grissinger	4	4	8	26	20	0.500	4	7	0	0
5.0	Paul Ramsey	4	3	7	21	14	0.581	7	10	1	1
5.0	Del Madden, CPT	4	0	4	17	5	1.040	10	11	0	2
5.0	Mike Bretz	5	1	6	15	7	0.873	3	5	0	0
3.5	Jeff Washington	0	4	4	2	9	(0.040)	6	5	2	1
2.5	Marcia Yost	3	3	6	7	11	0.500	5	11	1	2
	Open Stats										
	Forfeits	0	1								
	Penalty Points										
AVERAGE HC		5.1	28	22	49	142	110				

HC		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
<b>We Lag Well</b>											
7.5	Ed Kearney, CPT	8	1	9	43	22	0.959	16	12	5	3
6.5	Josh Hawbaker	3	1	4	15	11	0.770	0	0	0	0
5.0	Brian Minnich	3	5	8	17	23	0.355	8	12	3	2
5.0	Anthony Cressler	1	4	5	12	18	0.170	15	11	2	2
5.0	Tim Meise	2	3	5	16	14	0.390	6	11	3	2
4.0	Sam Hartley	4	1	5	14	5	0.830	5	5	1	1
3.5	Kevin Miller	6	3	9	14	9	0.697	6	4	1	1
2.5	Kelley Wilson	1	4	5	5	9	0.170	5	4	0	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.9	28	22	50	136	111				

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. 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***

Ed Kearney  
Scott Gibson  
Bradley Keich

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

John Hedgepath	4
Ed Kearney	4
Ron Straw	3
Kevin Bryner	2
Devin Kennedy	2
Mike Leonard	2
John Lamplugh	2
Brad Bohner	
Mike Bretz	
Krupal Desai	
Kevin Dodson	
Paul Drees	
Shawn Evinger	
Mike Fisher	

Jim Geedy  
Scott Gibson  
Bradley Keich  
Jenn Kelly  
Patrick Kelly  
Bruce Lenker  
Gerard Madden  
Duck Nornhold  
Jim Roberts  
Chuck Whitmyer

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.**