PACS — PA CUE SPORTS

Fall '23   (Solids)

Week 4   9/18/23

	Win %	Match W	L	Last Week	Games W	L	AVG HC	Home Location	Week 4 Opponent Home Team if in CAPS
Pour House Elite	0.667	10	5	2-3	43	28	5.5	The Pour House	rock out w/chalk out
Off In The Corner	0.600	9	6	1-4	43	43	4.7	Enola Sportsmens	LAST CALL
Silent Assassins	0.600	6	4	4-1	28	23	4.9	Gillgans on Eisenhow	marysville vfw
Last Call	0.600	9	6	3-2	37	39	4.9	The Hose	off in the corner
It Still Don't Matter	0.600	6	4	BYE	29	18	4.9	The Pour House	ANGIES A TEAM
Pool CueTs	0.513	7.7	7.3	3-2	33	34	4.7	The Hose	DEAD STROKES
Dead Strokes	0.500	5	5	4-1	31	24	4.7	Chicks Tavern	pool cue-ts
Angies A Team	0.467	7	8	3-2	33	37	5.1	Angies Diner	it still don't matter
Rock Out W/Chalk Out	0.467	7	8	2-3	38	40	5.0	Dauphin Home Assoc	POUR HOUSE ELITE
Chicks	0.467	7	8	1-4	37	40	4.7	Chicks Tavern	WE LAG WELL
We Lag Well	0.400	6	9	2-3	34	39	4.9	The Pour House	chicks
Marysville Moose	0.333	5	10	3-2	39	43	5.2	Marysville Moose	BYE
Marysville VFW	0.333	5	10	2-3	23	40	3.9	Marysville VFW	SILENT ASSASSINS
		90	90		448	448	4.9		

YOU ARE NOT PERMITTED IN THE HARRISBURG MAENNORCHOR WITHOUT A VALID DRIVERS LICENSE. PARKING LOT NEXT TO HOME 231 RESTAURANT AND THE SCHOOL MAY BE USED FOR VISITORS OF HARRISBURG MAENNORCHOR. PARKING LOT CAN BE ACCESSED FROM NORTH STREET.

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 W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.0	John Hedgepath	1	2	3	9	8	0.323	10	4	0	0
7.0	Rikki Johnson	0	0	0	0	0	#DIV/0!	7	4	5	1
5.5	Kevin Joy, CO-CPT	1	1	2	6	3	0.500	12	9	2	4
5.0	Jim Roberts, CO-CPT	0	2	2	3	9	(0.020)	12	13	0	2
5.0	Jack Jimmink	2	1	3	7	7	0.677	8	5	1	1
4.0	Alfredo Cortes	0	1	1	2	3	(0.010)	11	12	5	0
4.0	Ron John	2	0	2	4	4	1.020	4	5	0	0
3.5	Taylor Marsh	0	0	0	0	0	#DIV/0!	1	0	1	2
3.5	Paul McMichael	1	1	2	2	3	0.500	3	6	0	0
	Open Stats	0	0		0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC		5.1	7	8	15	33	37				

HC	Marysville VFW	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
4.5	Mike Leonard, CPT	1	2	3	5	9	0.323	0	0	0	0
4.5	Shawn Evinger, Co-CPT	1	2	3	7	8	0.323	0	0	0	0
4.5	John Shughart	0	1	1	2	3	(0.010)	6	6	1	0
4.0	Bob Bannon	1	1	2	3	5	0.500	0	0	0	0
4.0	Jake Daum	0	0	0	0	0	#DIV/0!	0	0	0	0
4.0	Dave Beck	1	1	2	3	4	0.500	0	0	0	0
4.0	Bob Malinak	0	1	1	0	3	(0.010)	0	0	0	0
3.0	Suzie Evinger	0	1	1	0	4	(0.010)	0	0	0	0
3.0	Doug Hammaker	1	1	2	3	4	###	7	8	2	1
	Open Stats										
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	3.9	5	10	15	23	40					

HC	Chicks	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
6.0	Fred Brodbeck	0	2	2	5	9	(0.020)	11	19	0	0
6.0	Frank Moore, CPT	1	1	2	5	5	0.500	13	8	0	0
6.0	Brian Hogentogler	1	1	2	7	7	0.500	3	6	4	1
5.0	Joe Lahr	1	2	3	6	10	0.323	6	4	0	0
4.0	Bryan Douglas	1	1	2	5	5	0.500	6	6	0	0
4.0	Wade Brodbeck	1	1	2	4	4	0.500	4	3	0	2
3.5	Brad Bohner	1	0	1	3	0	1.010	6	6	0	0
3.0	Rich Worley	1	0	1	2	0	1.010	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.7	7	8	15	37	40					

3 Recycles Remaining

HC	Dead Strokes	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
6.5	Krupal Desai	1	1	2	8	6	0.500	5	4	1	1
6.0	Porus Irani	1	1	2	9	8	0.500	3	6	1	1
5.5	Brandon Smith, Co-CPT	0	1	1	3	4	(0.010)	3	5	0	1
5.5	Dave Lavendier, CPT	1	0	1	4	0	1.010	7	7	1	1
4.5	Pete Servatius	1	0	1	3	0	1.010	6	4	0	0
4.0	Alen Sauder	0	0	0	0	0	#DIV/0!	0	0	0	0
3.5	Don Severs	1	1	2	4	4	0.500	2	11	1	1
3.5	Mike Servatius	0	1	1	0	2	(0.010)	7	6	1	1
3.0	Maggie Smith	0	0	0	0	0	#DIV/0!	3	3	0	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.7	5	5	10	31	24					

It Still Don't Matter

HC	Name	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 31 Invitational W	Tournament Match Record in PACS 31 Invitational L
7.5	John Lamplugh	1	0	1	5	3	1.010	5	4	0	0
6.5	Jim Geedy	1	0	1	5	1	1.010	6	5	0	0
5.5	Scott Gibson, CPT	1	0	1	4	0	1.010	1	8	0	0
5.0	Paul Drees	1	1	2	7	4	0.500	7	3	0	0
5.0	Shawn Lilley	1	1	2	4	5	0.500	6	5	0	0
4.5	Eric Snyder	1	0	1	3	0	1.010	5	5	0	0
4.0	Donnie Despines	0	0	0	0	0	#DIV/0!	0	0	0	0
3.5	John Linn	0	1	1	0	2	(0.010)	10	8	1	0
2.5	Rick Lawson	0	1	1	1	3	(0.010)	7	5	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.9	6	4	10	29	18					

Last Call

HC	Name	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 31 Invitational W	Tournament Match Record in PACS 31 Invitational L
7.5	Chris Hess	1	0	1	5	2	1.010	9	2	0	0
6.0	Kevin Shutt	1	1	2	6	7	0.500	3	4	0	0
5.5	Brian Kim	1	0	1	4	2	1.010	5	7	0	0
5.5	Sean Gallagher	1	0	1	4	3	1.010	9	10	0	0
5.0	Kevin Marroquin	0	2	2	4	8	(0.020)	8	11	0	1
5.0	Tim Neely	3	0	3	10	6	1.030	5	2	0	0
2.5	Liz Christian, CPT	2	0	2	4	2	1.020	11	15	3	1
2.5	Emily Dauberman, Co-CPT	0	2	2	0	6	(0.020)	5	4	0	0
2.0	Matt Hoch	0	1	1	0	3	(0.010)	2	7	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.9	9	6	15	37	39					

Marysville Moose

3 Recycles Remaining

HC	Name	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 31 Invitational W	Tournament Match Record in PACS 31 Invitational L
7.5	Devin Kennedy	0	2	2	6	9	(0.020)	4	1	0	0
7.0	Tim Reisinger	0	0	0	0	0	#DIV/0!	4	1	3	1
6.0	Shane Waechter	0	1	1	3	5	(0.010)	0	0	0	0
5.0	Andrew Egolf	1	2	3	9	10	0.323	3	7	2	2
5.0	Larry Deatrick	1	1	2	6	6	0.500	5	5	1	2
5.0	Lonnie Benner	1	1	2	6	3	0.500	7	4	2	2
4.0	Mason Iskric	0	1	1	1	3	(0.010)	0	0	0	0
4.0	Ryan Iskric, CPT	2	2	4	8	7	0.500	8	7	2	2
3.5	Kevin Jones	0	0	0	0	0	#DIV/0!	2	5	1	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	5.2	5	10	15	39	43					

HC	3 Recycles Remaining **Off In The Corner**	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
6.5	Chuck Whitmyer	3	0	3	15	8	1.030	4	5	0	0
5.5	Jenn Kelly, CPT	1	0	1	4	3	1.010	6	7	0	0
5.5	Bradley Keich	2	1	3	11	11	0.677	7	6	0	0
5.0	JT Keich	0	1	1	3	2	(0.010)	3	4	0	0
4.0	Joe Pinci	1	2	3	5	9	0.323	0	0	0	0
4.0	Carson Kelly	0	0	0	0	0	#DIV/0!	4	6	0	0
4.0	Patrick Kelly, Co-CPT	1	1	2	2	5	0.500	7	6	0	0
3.0	Kiernan Kelly	1	1	2	3	5	0.500	8	4	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.7	9	6	15	43	43					

HC	**Pool CueTs**	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.5	Kevin Dodson	1	1	2	8	7	0.500	8	3	2	0
7.0	Mike Fisher	1	1	2	6	6	0.500	8	3	3	1
5.0	Anthony Hackman, Co-CPT	0	3	3	5	12	(0.030)	7	6	2	1
4.5	Scott Granger	1	1	2	3	3	0.500	5	7	0	0
4.0	Ken Richards	1	1	2	3	3	0.500	3	4	0	0
4.0	Dave Komykoski	0	0	0	0	0	#DIV/0!	1	0	0	0
4.0	Adam Brody	1	0	1	3	3	1.010	8	5	0	2
3.5	Lyle Hartranft, Co-CPT	2	0	2	5	0	1.020	5	5	0	2
2.5	Terry Smith	0	0	0	0	0	#DIV/0!	7	4	1	3
	Open Stats										
	Forfeits	0.7	0.3								
	Penalty Points										
AVERAGE HC	4.7	7.7	7.3	14	33	34					

Terry was the named beneficiary of a forfeit win

HC	**Pour House Elite**	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.5	Duck Nornhold	1	1	2	8	5	0.500	11	6	0	2
7.5	Ron Straw	1	0	1	5	0	1.010	8	8	1	2
7.0	Josh Reynolds	0	1	1	1	5	(0.010)	13	9	3	1
5.5	Alan Fleegal	3	0	3	11	6	1.030	7	5	0	0
5.0	Andy Ritter	1	1	2	7	5	0.500	9	5	2	1
4.5	Todd Quigley	1	0	1	3	0	1.010	7	4	0	0
3.5	Clarence Marsh, CPT	1	1	2	3	3	0.500	10	16	2	4
3.5	Stephanie Ozimac	0	0	0	0	0	#DIV/0!	7	11	1	2
2.5	Kerrin Lutz	2	1	3	5	4	0.677	10	10	1	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	5.5	10	5	15	43	28					

HC	Rock Out With Chalk Out	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
	2 Recycles Remaining										
7.5	Steve Weaver	0	0	0	0	0	#DIV/0!	9	3	3	1
6.5	Rick Boyer, CPT	2	1	3	12	12	0.677	23	14	1	3
5.5	Eric Van Selow	1	0	1	4	2	1.010	15	5	2	0
5.0	Bruce Wright	1	2	3	7	9	0.323	8	2	0	2
4.5	Bill Scharff	1	1	2	6	5	0.500	4	5	1	2
4.0	Joe Gailey	2	1	3	8	5	0.677	5	3	0	2
3.5	Tracy Klinger	0	3	3	1	7	(0.030)	6	6	2	0
3.5	Jess Cassner	0	0	0	0	0	#DIV/0!	1	5	0	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	5.0	7	8	15	38	40					

HC	Silent Assassins	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
6.5	Kevin Bryner	0	0	0	0	0	#DIV/0!	12	10	2	3
6.5	James Shafer, Co-CPT	1	1	2	8	8	0.500	7	8	1	2
6.5	Gerard Madden	0	1	1	1	5	(0.010)	10	5	0	0
5.5	Sean Grissinger	0	1		2	5	#DIV/0!	4	7	2	1
5.0	Paul Ramsey	2	0	2	8	2	1.020	7	10	3	0
5.0	Del Madden, CPT	1	0	1	4	0	1.010	10	11	0	1
4.0	Mike Bretz	1	0	1	3	0	1.010	3	5	1	3
3.5	Jeff Washington	0	0	0	0	0	#DIV/0!	6	5	0	0
2.0	Marcia Yost	1	0	1	2	3	1.010	5	11	1	1
	Open Stats										
	Forfeits	0	1								
	Penalty Points										
AVERAGE HC	4.9	6	4	8	28	23					

HC	We Lag Well	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 31 Invitational W	L
7.5	Ed Kearney, CPT	2	1	3	13	9	0.677	16	12	3	1
6.0	Josh Hawbaker	0	0	0	0	0	#DIV/0!	0	0	0	0
5.0	Brian Minnich	1	2	3	5	11	0.323	8	12	2	1
5.0	Anthony Cressler	0	1	1	2	4	(0.010)	15	11	0	0
4.5	Tim Meise	1	1	2	6	6	0.500	6	11	0	1
4.0	Sam Hartley	1	1	2	5	3	0.500	5	5	1	1
3.5	Indra Dhungana	0	0	0	0	0	#DIV/0!	5	4	0	2
3.5	Kevin Miller	1	1	2	2	2	0.500	6	4	0	4
3.0	Kelley "Tookie" Wilson	0	2	2	1	4	(0.020)	5	4	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	4.9	6	9	15	34	39					

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 occuring, 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 repect 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 timout), 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 alotted (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 opposng 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   *Break And Funs This Session*

Chuck Whitmyer   Ron Straw   2
Ed Kearney   Krupal Desai
Devin Kennedy   Paul Drees
                                                        Shawn Evinger
                                                        Jim Geedy
                                                        John Hedgepath
                                                        Ed Kearney
                                                        Devin Kennedy
                                                        Duck Nornhold
                                                        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…..

(Match wins/ Matches Played) + ((Matches Won-Matches Lost) x .01)

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

(10/12) + ((10-2) x .01) =   .833 + (8 x .01) =   .833 + .08 = **.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.