



Week 5 2/19/24

	1	Ма	itch	Last	Gar	mes	AVG		Week 5 Opponent
	Win %	W	L	Week	W	L	НС	Home Location	Home Team if in CAPS
Rackless Behavior	0.700	14	6	4-1	60	41	5.0	40&8 Club	off in the corner
We Lag Well	0.667	10	5	3-2	45	36	4.6	The Pour House	fireball
Marysville Moose	0.650	13	7	4-1	63	46	4.6	Marysville Moose	dead strokes
Pour House Elite	0.600	9	6	4-1	44	39	5.1	The Pour House	MARYSVILLE VFW
Fireball	0.550	11	9	4-1	50	48	5.0	The Pour House	WE LAG WELL
Rock Out W/Chalk Out	0.467	7	8	BYE	34	43	4.4	Dauphin Home Assoc	POOL CUE-TS
Pool CueTs	0.450	9	11	1-4	49	54	4.8	The Hose	rock out w/chalk out
Off In The Corner	0.450	9	11	4-1	56	52	5.0	Enola Sportsmens	RACKLESS BEHAVIOR
Silent Assassins	0.450	9	11	1-4	55	54	5.1	Gillgans on Eisenhow	last call
Chicks	0.450	9	11	1-4	49	50	4.9	Chicks Tavern	BYE
Dead Strokes	0.450	9	11	1-4	43	45	4.3	Chicks Tavern	MARYSVILLE MOOSE
Last Call	0.333	5	10	1-4	30	45	5.0	HoHos Billiards	SILENT ASSASSINS
Marysville VFW	0.300	6	14	2-3	38	63	4.3	Marysville VFW	pour house elite
		120	120		616	616	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

									Match Re	cord	Tourna	ment
					Matches	Last Sess	sion	Match Record				
					Played This				(Monday	/ &	in PAC	S 32
	D 11 D 1 .		Ma	tch	Session	Gar	nes	MVP	Tuesda	y)	Invitati	onal
HC	Rackless Behavio	r	W	L		W	L	Score	W	L	W	L
7.5	Rikki Johnson		1	1	2	7	7	0.500	17	4	0	0
7.0	John Hedgepath		2	0	2	10	3	1.020	7	4	1	3
5.5	Jim Roberts, CO-CPT		2	1	3	9	8	0.677	14	9	0	3
5.0	Jack Jimmink		1	2	3	6	8	0.323	3	7	4	1
5.0	Kevin Joy, CO-CPT		1	1	2	7	5	0.500	10	10	4	3
4.5	Ron John		1	1	2	6	5	0.500	6	3	3	1
4.0	Alfredo Cortes		3	0	3	8	1	1.030	12	13	1	3
3.5	Paul McMichael		2	0	2	5	2	1.020	4	4	1	1
3.0	Jen Taylor		1	0	1	2	2	1.010	3	5	0	0
	Open Stats		0	0		0	0					
	Forfeits		0	0								
	Penalty Points	·						·	·			
AVE	RAGE HC	5.0	14	6	20	60	41					

	Maryovilla V/E\M		Ma	tch	Matches Played This Session	Games		MVP	Match Record Last Session (Monday & Tuesday)		Tourna Match F in PAC Invitati	Record S 32
HC	Marysville VFW		W	<u>L</u>		W	<u>L</u>	Score	W	<u>L</u>	W	L
5.5	Tom Speck		4	0	4	14	9	1.040	0	0	0	0
5.0	Shawn Evinger, CPT		0	3	3	5	12	(0.030)	7	7	0	0
5.0	Doi Bintavihok		1	1	2	7	6	0.500	0	0	0	0
4.5	John Shughart		0	2	2	1	6	(0.020)	6	3	0	0
4.0	Jeff Evinger		0	1	1	1	5	(0.010)	0	2	0	0
4.0	Dave Beck		0	2	2	2	8	(0.020)	7	6	0	0
4.0	Bob Bannon		1	2	3	5	7	0.323	6	4	0	0
4.0	Doug Hammaker, Co-CPT		0	2	2	2	7	(0.020)	7	5 5	0	0
3.0	Suzie Evinger		0	1	1	1	3	(0.010)	4	5	0	0
	Open Stats Forfeits											
^\/EI	Penalty Points RAGE HC	4.2	6	14	20	38	63					
AVE	RAGE IIC	4.3	O	14	20	30	03		Match Re	oord	Tourna	mont
					Matches				Last Ses		Match F	
					Played This				(Monda		in PAC	
			Ma	tch	Session	Gar	mac	MVP	Tuesda	-	Invitati	
НС	Chicks		W	L	36221011	W	L	Score	W	ау <i>)</i> І	W	Uriai I
6.5	Bruce Lenker		1	2	3	8	14	0.323	6	5	0	0
6.0	Fred Brodbeck		1	2	3	11	8	0.323	11	11	0	0
6.0	Frank Moore, CPT		2	0	2	9	2	1.020	9	7	0	0
5.5	Brian Hogentogler		1	1	2	5	6	0.500	7	10	0	0
5.0	Joe Lahr		0	0	0	0	0	#DIV/0!	6	3	0	0
4.5	Wade Brodbeck		2	0	2	6	1	1.020	4	3	0	0
4.0	Bryan Douglas		1	3	4	6	10	0.230	3	7	0	0
3.5	Brad Bohner		1	1	2	3	3	0.500	4	4	0	0
3.5	Rich Worley		0	2	2	1	6	(0.020)	6	4	0	0
	Open Stats						<u>~</u>	(515=5)		<u> </u>	-	
	Forfeits											
	Penalty Points											
AVE	RAGE HC	4.9	9	11	20	49	50					
									Match Re	ecord	Tourna	ment
					Matches				Last Ses	sion	Match F	Record
3 Re	cycles Remaining				Played This				(Monda	y &	in PAC	S 32
	D = - 1 0: 1		Ma	tch	Session	Gar	nes	MVP	Tuesda	ay)	Invitati	onal
HC	Dead Strokes		W	L		W	L	Score	W	L	W	L
6.0	Krupal Desai		1	1	2	6	3	0.500	4	6	0	0
5.5	Porus Irani		1	1	2	5	3	0.500	4	5	0	0
5.5	Dave Lavendier, CPT		2	1	3	10	10	0.677	4	4	0	0
5.0	Brandon Smith, Co-CPT		2	1	3	8	6	0.677	2	5	0	0
4.5	Pete Servatius		1	2	3	5	9	0.323	4	3	0	0
4.5	Don Severs		2	1	3	7	5	0.677	8	4	0	0
3.5	Mike Servatius		0	2	2	1	4	(0.020)	6	5	0	0
2.5	Maggie Smith		0	0	0	0	0	#DIV/0!	1	5	0	0
2.0	Alen Sauder		0	2	2	1	5	(0.020)	1	7	0	0
	Open Stats											

9

4.3

11

20

43 45

Forfeits
Penalty Points
AVERAGE HC

HC	Fireball		Ma W	L	Matches Played This Session	Gar W	L	MVP Score	Match Re Last Ses (Monda Tuesda W	sion y & ıy) L	Tourna Match R in PAC Invitati W	Record S 32 ional L	
7.5	John Lamplugh		1	0	1	5	2	1.010	4	6	4	0	
7.0	Kyle Gamble		2	1	3	12	7	0.677	6	3	0	0	
6.0	Scott Gibson, CPT		0	2	2	3	8	(0.020)	9	4	2	1	
5.0	Shawn Lilley		2	1	3	10	4	0.677	5	7	2	0	
5.0	Paul Drees		0	3	3	3	13	(0.030)	4	2	0	2	
4.5	Eric Snyder		0	0	0	0	0	#DIV/0!	5	3	2	0	
4.0	Adam Hughes		1	2	3	6	8	0.323	0	0	0	0	
3.5	John Linn		2	0	2	5	2	1.020	6	10	0	0	
2.5	Rick Lawson		3	0	3	6	4	1.030	5	5	1	3	
	Open Stats												
	Forfeits												
	Penalty Points												
AVE	RAGE HC	5.0	11	9	20	50	48				_		
					Matches Played This				Match Re Last Ses (Monday	sion y &	Tourna Match R in PAC	Record S 32	
	Loot Call		Ma	tch	Session	Gar	nes	MVP	Tuesda	ıy)	Invitati	onal	
HC	Last Call		W	L		W	L	Score	W	L	W	L	
7.5	Chris Hess		0	1	1	2	5	(0.010)	5	4	0	0	
6.5	Sean Gallagher		1	0	1	5	1	1.010	11	9	0	0	
6.0	Kevin Shutt		1	1	2	7	6	0.500	3	5	0	0	
6.0	Kevin Marroquin		1	0	1	4	1	1.010	12	8	0	0	
5.5	Tim Neely		0	1	1	0	5	(0.010)	7	3	0	0	
5.0	Brian Kim		1	2	3	5	11	0.323	5	5	0	0	
3.5	Liz Christian, CPT		1	1	2	4	4	0.500	12	5	0	0	
3.0	Kara Bunting		0	0	0	0	0	#DIV/0!	0	0	0	0	
2.0	Matt Hoch		0	3	3	2	9	(0.030)	1	7	0	0	
	Open Stats		0	1	1	1	3						
	Forfeits												
	Penalty Points												
AVE	RAGE HC	5.0	5	10	15	30	45						
									Match Re		Tourna		
					Matches				Last Ses		Match R		
					Played This				(Monda	,	in PAC		
	Maryayilla Maasa		Ma		Session	Gar	nes	MVP	Tuesda	ıy)	Invitati	onal	
HC	Marysville Moose	;	W	<u>L</u>		W	<u>L</u>	Score	W	<u>L</u>	W	L	
7.5	Devin Kennedy		0	2	2	8	8	(0.020)	1	5	0	0	
5.5	Shane Waechter		2	1	3	9	9	0.677	2	6	0	0	
5.5	Mike McFarland		2	0	2	8	4	1.020	0	0	0	0	
5.0	Larry Deatrick		3	1	4	15	10	0.770	5	6	0	0	
5.0	Andrew Egolf		3	0	3	10	3	1.030	6	7	0	0	
4.0	Nate Handley		0	2	2	3	6	(0.020)	0	0	0	0	
3.5	Ryan Iskric, CPT		2	1	3	8	6	0.677	6	8	0	0	
3.0	Mason Iskric		1	0	1	2	0	1.010	2	5	0	0	
2.0	Nickie Waechter		0	0	0	0	0	#DIV/0!	0	0	0	0	
	Open Stats												
	Forfeits												
=	Penalty Points												
AVE	RAGE HC	4.6	13	7	20	63	46						

HC 7.5 7.0 5.5 5.0 4.5 4.0	Off In The Corner Ken Hess Chuck Whitmyer Bradley Keich Jenn Kelly, CPT JT Keich Joe Pinci		W 1 0 1 3 1	tch L 1 2 2 0 2	Matches Played This Session 2 2 3 3 3 0	Gar W 9 6 10 12 6 0	L 6 10 7 5 9	MVP Score 0.500 (0.020) 0.323 1.030 0.323 #DIV/0!	Match Re Last Ses (Monda Tuesda W 5 5 8 5 2 2	sion y & ay) L 3 3 5 6 6	Tourna Match F in PAC Invitati W 0 0 0 0 0	Record S 32 onal L 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
4.0	Kiernan Kelly Patrick Kelly, Co-CPT		0	2	2 2	3 4	7 5	(0.020) 0.500	10 5	7	0	0
3.5	Carson Kelly		2	<u>-</u>	3	6	3	0.677	4	4	0	0
0.0	Open Stats						Ū	0.077		<u> </u>		
	Forfeits											
	Penalty Points											
AVE	RAGE HC 5	5.0	9	11	20	56	52					
			Ma	ıtch	Matches Played This Session	Gar	nes	MVP	Match Re Last Ses (Monda Tuesda	sion y &	Tourna Match F in PAC Invitati	Record S 32
НС	Pool CueTs		W	L	Coccion	W	L	Score	W	L	W	L
7.5	Kevin Dodson		2	1	3	13	9	0.677	6	5	0	0
7.0	Mike Fisher		0	1	1	3	4	(0.010)	5	6	0	0
5.0	Josh Hughes		0	2	2	6	8	(0.020)	0	0	0	0
5.0	Anthony Hackman, Co-CPT		1	1	2	4	5	0.500	7	9	0	0
4.5	Adam Brody		2	1	3	8	8	0.677	6	4	0	0
4.5	Lyle Hartranft, Co-CPT		0	2	2	4	7	(0.020)	10	2	0	0
4.0	Scott Granger		2	2	4	7	10	0.500	5	8	0	0
3.0	Terry Smith		1	0	1	2	0	1.010	7	2	0	0
2.5	Emily Dauberman		1	1	2	2	3	0.500	4	6	0	0
	Open Stats											
	Forfeits											
^\/EI	Penalty Points				20	49	54					
AVE	RAGE HC 4	l.8	9	11	20	49	54		Match Re	cord	Tourna	mont
3 Re	cycles Remaining				Matches Played This				Last Ses (Monda	sion y &	Match Fin PAC	Record S 32
	Pour House Elite			itch	Session	Gar	_	MVP	Tuesda	• / .	Invitati	onal
HC			W	<u>L</u>		W	L	Score	W	<u> </u>	W	L
7.5	Duck Nornhold		2	0	2	10	4	1.020	12	5	4	1
7.5 6.5	Ron Straw Josh Reynolds		0	<u>0</u> 1	1	5 4	<u>4</u> 5	1.010 (0.010)	10 9	7 9	7 4	2
6.0	Alan Fleegal		2	1	3	10	9	0.677	7	3	2	2
5.0	Andy Ritter		1	1	2	6	7	0.500	6	6	1	1
3.5	Todd Quigley		0	2	2	2	6	(0.020)	6	8	0	0
3.5	Clarence Marsh, CPT		1	0	1	3	0	1.010	10	16	3	1
3.0	Stephanie Ozimac		0	1	 1	0	3	(0.010)	12	13	7	0
3.0	Kerrin Lutz		2	0	2	4	1	1.020	12	14	0	3
	Open Stats											
	Forfeits											
	Penalty Points											
AVE	RAGE HC 5	.1	9	6	15	44	39					

3 Rec	cycles Remaining Rock Out With Chalk	Out	Ma W	tch L	Matches Played This Session	Gar W	nes L	MVP Score	Match Red Last Sess (Monday Tuesday W	ion ⁄ &	Tournal Match R in PAC Invitation	tecord S 32
7.0	Rick Boyer, CPT		1	1	2	6	7	0.500	16	13	2	4
5.0	Bruce Wright		2	0	2	8	4	1.020	7	7	1	1
4.5	Eric Van Selow		0	1	<u>_</u> 1	1	4	(0.010)	9	9	0	3
4.5	Bill Scharff		0	2	2	3	5	(0.020)	8	4	1	3
4.0	Rick Vogelsong		2	2	4	9	14	0.500	0	0	0	0
3.5	Joe Gailey		1	1	2	4	3	0.500	6	7	0	0
3.5	Jess Cassner		1	0	1	3	1	1.010	2	2	2	1
3.0	Tracy Klinger		0	1	<u>'</u> 1	0	5	(0.010)	3	9	4	0
3.0	rracy Kiinger		U	ı	ı	U	5	(0.010)	3	9	4	U
	Open Stats		0	0	0	0	0					
	Forfeits											
	Penalty Points											
AVE	RAGE HC	4.4	7	8	15	34	43					
AVERVICE TIC					Matches Played This	04 40			Match Record Last Session (Monday &		Tournament Match Record in PACS 32	
	нс Silent Assassins		Ma		Session	Gar		MVP	Tuesda	· ·	Invitati	onal
HC			W	<u> </u>		W	<u> </u>	Score	W	<u> </u>	W	L
7.0	Kevin Bryner		0	1	11	4	5	(0.010)	7	1	0	2
7.0	James Shafer, Co-CPT		2	0	2	10	6	1.020	4	3	2	0
6.5	Gerard Madden		0	2	2	5	8	(0.020)	3	4	3	0
5.0	Sean Grissinger		0	0	0	0	0	#DIV/0!	5	6	0	0
5.0	Del Madden, CPT		3	0	3	12	5	1.030	5	3	0	2
5.0	Mike Bretz		2	2	4	11	10	0.500	6	3	0	0
4.5	Paul Ramsey		1	3	4	10	12	0.230	6	6	1	1
3.5	Jeff Washington		1	0	1	2	0	1.010	3	5	2	1
2.5	Marcia Yost		0	3	3	1	8	(0.030)	8	11	1	2
	Open Stats											
	Forfeits		0	0								
	Penalty Points											
AVEF	RAGE HC	5.1	9	11	20	55	54					
			N.4	4.1	Matches Played This	0		140/15	Match Red Last Sess (Monday	ion &	Tournal Match R in PAC	ecord S 32
	We Lag Well		Ma	icn	Session	Gar	nes	MVP	Tuesda	y)	Invitati	onal
HC			W			W	L	Score	W	L	W	L
7.5	Ed Kearney, CPT		2	0	2	10	4	1.020	23	6	5	3
5.5	Tim Meise		1	1	2	7	6	0.500	10	11	3	2
5.0	Brian Minnich		1	2	3	6	9	0.323	11	19	3	2
5.0	Anthony Cressler		2	0	2	8	5	1.020	13	15	2	2
4.5	Sam Hartley		2	0	2	7	4	1.020	7	4	1	1
4.0	Kevin Miller		2	0	2	6	3	1.020	9	4	1	1
2.5	Ellie Heinly		0	1	1	1	3	(0.010)	3	6	1	2
2.5	Kelley Wilson		0	1	1	0	2	(0.010)	2	6	0	1
	Open Stats		0	0		0	0					
	Forfeits											
	Penalty Points											
AVE	RAGE HC	4.6	10	5	15	45	36					

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.

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 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 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

John Lamplugh Brandon Smith Mike Bretz

Break And Funs This Session

Mike Bretz
Kevin Dodson
Andrew Egolf
John Hedgepath
Ken Hess
Porus Irani
John Lamplugh
Josh Reynolds
Brandon Smith
Ron Straw
Shane Waechter

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

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

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.