



9 Ball
Fall '24 (Filler)

Week 1 9/12/24

	Win %	Points		Last Week	Match		AVG		Home Location	Week 1 Matchups Home Team is in CAPS
		F	A		W	L	HC	Home		
Make It Weird	#DIV/0!	0	0		0	0	4.72		The Hose	misfits (at Angies)
Rack Em Up	#DIV/0!	0	0		0	0	4.72		Angies Diner	BYE
Homeless Misfits	#DIV/0!	0	0		0	0	4.67		The Verhovay	BALL BUSTERZ
Angies	#DIV/0!	0	0		0	0	4.31		Angies Diner	ZERO FUX GIVEN
Chicks	#DIV/0!	0	0		0	0	4.94		Chicks Tavern	9 ya business (at Angies)
9 Ya Business	#DIV/0!	0	0		0	0	4.89		HoHos Billiards	CHICKS (at Angies)
Misfits	#DIV/0!	0	0		0	0	4.81		The Hose	MAKE IT WEIRD (at Angies)
Anything	#DIV/0!	0	0		0	0	3.94		Dauphin Home Assoc	DIAMOND MASTERS
Silent Assassins	#DIV/0!	0	0		0	0	4.94		Gilligans on Eisenhowe	IT DON'T MATTER
Diamond Masters	#DIV/0!	0	0		0	0	5.17		The Pour House	anything
It Don't Matter	#DIV/0!	0	0		0	0	4.89		Marysville Moose	silent assassins
Zero Fux Given	#DIV/0!	0	0		0	0	4.36		The Dutch Club	angies
Ball Busterz	#DIV/0!	0	0		0	0	4.00		HoHos Billiards	homeless misfits
		0	0		0	0	4.64			

Division winner will receive a first round bye in the playoffs

Team rosters in red (below) have Captains who are more than \$90 in arrears. Please call league office to check if these teams are 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	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	40	40	5.00	3	7	3.00
4.5	Kevin Joy	0	0	#DIV/0!	0	0	#DIV/0!	42	48	4.67	3	7	3.00
4.5	Alfredo Cortes, CPT	0	0	#DIV/0!	0	0	#DIV/0!	73	67	5.21	0	0	####
4.5	Alex Knapp	0	0	#DIV/0!	0	0	#DIV/0!	44	36	5.50	0	0	####
4.5	Larry Keefe	0	0	#DIV/0!	0	0	#DIV/0!	57	53	5.18	0	0	####
4.0	Ron John	0	0	#DIV/0!	0	0	#DIV/0!	63	57	5.25	4	6	4.00
3.5	Kevin Bethea	0	0	#DIV/0!	0	0	#DIV/0!	37	33	5.29	0	0	####
3.0	Steve Shipp	0	0	#DIV/0!	0	0	#DIV/0!	54	56	4.91	2	8	2.00
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.31	0	0	0.0	0.0							

HC	Ball Busterz	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
5.5	Chet Denmark	0	0	#DIV/0!	0	0	#DIV/0!	46	74	3.83	0	0	####
5.5	Mace Lockard	0	0	#DIV/0!	0	0	#DIV/0!	85	65	5.67	0	0	####
4.0	Kevin Altland	0	0	#DIV/0!	0	0	#DIV/0!	43	67	3.91	0	0	####
4.0	Will Etnoyer	0	0	#DIV/0!	0	0	#DIV/0!	6	4	6.00	0	0	####
4.0	Zach Anthony	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Abbie Lee, CPT	0	0	#DIV/0!	0	0	#DIV/0!	70	80	4.67	0	0	####
3.5	Travis Shade, Co-CPT	0	0	#DIV/0!	0	0	#DIV/0!	81	79	5.06	0	0	####
2.0	TJ Hickey	0	0	#DIV/0!	0	0	#DIV/0!	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.00	0	0	0	0							

HC	Chicks	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Bruce Lenker	0	0	#DIV/0!	0	0	#DIV/0!	50	50	5.00	0	0	####
6.0	Frank Moore, CPT	0	0	#DIV/0!	0	0	#DIV/0!	42	28	6.00	0	0	####
6.0	Fred Brodbeck	0	0	#DIV/0!	0	0	#DIV/0!	49	31	6.13	7	3	7.00
5.5	Kevin Marroquin	0	0	#DIV/0!	0	0	#DIV/0!	47	43	5.22	0	0	####
5.0	Andrew Betts	0	0	#DIV/0!	0	0	#DIV/0!	58	62	4.83	0	0	####
5.0	Sean Gallagher	0	0	#DIV/0!	0	0	#DIV/0!	46	44	5.11	7	3	7.00
4.5	Brad Saksek	0	0	#DIV/0!	0	0	#DIV/0!	70	70	5.00	6	4	6.00
4.0	Sam Hartley	0	0	#DIV/0!	0	0	#DIV/0!	38	52	4.22	8	2	8.00
2.0	Ashley Dellesega	0	0	#DIV/0!	0	0	#DIV/0!	31	39	4.43	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.94	0	0	0	0							

HC	Diamond Masters	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Duck Nornhold	0	0	#DIV/0!	0	0	#DIV/0!	45	45	5.00	0	0	####
7.0	Mel Jones	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
6.5	Ron Straw	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	0	0	####
6.5	Larry Fagan	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0	####
5.5	George Houtz	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Clarence Marsh, CPT	0	0	#DIV/0!	0	0	#DIV/0!	80	60	5.71	0	0	####
4.0	Robert Hurt	0	0	#DIV/0!	0	0	#DIV/0!	41	49	4.56	0	0	####
3.0	Stephanie Ozimac	0	0	#DIV/0!	0	0	#DIV/0!	44	76	3.67	0	0	####
3.0	Kerrin Lutz	0	0	#DIV/0!	0	0	#DIV/0!	34	36	4.86	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.17	0	0	0	0							

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Mike Fisher	0	0	#DIV/0!	0	0	#DIV/0!	84	66	5.60	3	7	3.00
6.5	Kevin Villarreal, Co-CPT	0	0	#DIV/0!	0	0	#DIV/0!	57	33	6.33	6	4	6.00
5.5	Tim Meise, CPT	0	0	#DIV/0!	0	0	#DIV/0!	44	36	5.50	0	0	####
5.0	Josh Hughes	0	0	#DIV/0!	0	0	#DIV/0!	62	68	4.77	3	7	3.00
4.0	Bruce Brockman	0	0	#DIV/0!	0	0	#DIV/0!	49	41	5.44	4	6	4.00
4.0	Mike Miller	0	0	#DIV/0!	0	0	#DIV/0!	40	50	4.44	0	0	####
3.5	Becky Ballent	0	0	#DIV/0!	0	0	#DIV/0!	28	42	4.00	0	0	####
3.5	Tim Meise Jr	0	0	#DIV/0!	0	0	#DIV/0!	46	34	5.75	0	0	####
3.0	Rick Lawson	0	0	#DIV/0!	0	0	#DIV/0!	30	40	4.29	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	0	0	0	0							

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	John Lamplugh	0	0	#DIV/0!	0	0	#DIV/0!	36	44	4.50	0	0	####
7.0	Scott Gibson, CPT	0	0	#DIV/0!	0	0	#DIV/0!	50	30	6.25	0	0	####
6.0	Brad Miller	0	0	#DIV/0!	0	0	#DIV/0!	44	46	4.89	0	0	####
5.5	Bill Scharff	0	0	#DIV/0!	0	0	#DIV/0!	56	44	5.60	0	0	####
4.0	Brian Carl	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Eric Snyder	0	0	#DIV/0!	0	0	#DIV/0!	50	70	4.17	0	0	####
4.0	John Linn	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	0	0	####
3.5	Doug Wagner	0	0	#DIV/0!	0	0	#DIV/0!	16	44	2.67	0	0	####
3.0	Tracy Klinger	0	0	#DIV/0!	0	0	#DIV/0!	50	60	4.55	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.89	0	0	0	0							

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Ed Kearney	0	0	#DIV/0!	0	0	#DIV/0!	64	46	5.82	6	4	6.00
6.5	Stan Kovich	0	0	#DIV/0!	0	0	#DIV/0!	43	37	5.38	4	6	4.00
5.5	Ed Hummel (Ineligible in playoffs)	0	0	#DIV/0!	0	0	#DIV/0!	23	27	4.60	0	0	####
5.0	Anthony Cressler, CPT	0	0	#DIV/0!	0	0	#DIV/0!	65	75	4.64	6	4	6.00
4.5	Scott Wallace	0	0	#DIV/0!	0	0	#DIV/0!	77	73	5.13	6	4	6.00
4.0	Kevin Miller	0	0	#DIV/0!	0	0	#DIV/0!	59	41	5.90	0	0	####
3.0	Aaron Neely	0	0	#DIV/0!	0	0	#DIV/0!	32	38	4.57	0	0	####
2.5	Crystal Johnson	0	0	#DIV/0!	0	0	#DIV/0!	39	61	3.90	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.81	0	0	0	0							

HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		7.0	Jenn Kelly	0	0	#DIV/0!	0	0	#DIV/0!	45	45	5.00	4
6.5	Rick Boyer	0	0	#DIV/0!	0	0	#DIV/0!	49	61	4.45	7	3	7.00
6.0	Forrest Aeppli (Ineligible in playoffs)	0	0	#DIV/0!	0	0	#DIV/0!	31	29	5.17	0	0	####
5.0	Jim Roberts	0	0	#DIV/0!	0	0	#DIV/0!	60	50	5.45	7	3	7.00
5.0	John Hoffman	0	0	#DIV/0!	0	0	#DIV/0!	65	45	5.91	0	0	####
4.0	Carlos Olmeda	0	0	#DIV/0!	0	0	#DIV/0!	56	54	5.09	6	4	6.00
4.0	Ellie Heinly, Co-Cpt	0	0	#DIV/0!	0	0	#DIV/0!	52	48	5.20	0	0	####
3.5	Jeremy Driver (Ineligible in playoffs)	0	0	#DIV/0!	0	0	#DIV/0!	56	64	4.67	0	0	####
3.0	Emily Dauberman	0	0	#DIV/0!	0	0	#DIV/0!	31	39	4.43	0	0	####
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.89	0	0	0	0							

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	L		W	L		F	A	AVG	F	A	AVG
		7.0	John Hedgepath	0	0	#DIV/0!	0	0	#DIV/0!	37	43	4.63	0
6.5	Rikki Johnson	0	0	#DIV/0!	0	0	#DIV/0!	56	54	5.09	6	4	6.00
6.0	Brian Hogentogler	0	0	#DIV/0!	0	0	#DIV/0!	65	45	5.91	4	6	4.00
5.0	Kelly Norris	0	0	#DIV/0!	0	0	#DIV/0!	66	74	4.71	0	0	####
4.5	Jack Jimmink	0	0	#DIV/0!	0	0	#DIV/0!	66	74	4.71	0	0	####
4.5	Ed Croco, CPT	0	0	#DIV/0!	0	0	#DIV/0!	66	44	6.00	4	6	4.00
4.0	Paul McMichael	0	0	#DIV/0!	0	0	#DIV/0!	66	74	4.71	0	0	####
3.0	Tammy Norris	0	0	#DIV/0!	0	0	#DIV/0!	63	57	5.25	0	0	####
2.0	Jackie Croco	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	0	0	####
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.72	0	0	0	0							

HC	Make It Weird	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		7.5	Devan Retherford	0	0	#DIV/0!	0	0	#DIV/0!	100	70	5.88	0
5.5	Austin Cronauer (Ineligible in playoffs)	0	0	#DIV/0!	0	0	#DIV/0!	6	14	3.00	0	0	####
5.0	Ben Berger (Ineligible in playoffs)	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.5	Mike Canoy	0	0	#DIV/0!	0	0	#DIV/0!	86	74	5.38	0	0	####
4.5	Bob Cohan	0	0	#DIV/0!	0	0	#DIV/0!	60	40	6.00	0	0	####
4.0	Betsy Goodman	0	0	#DIV/0!	0	0	#DIV/0!	52	48	5.20	0	0	####
4.0	Blaize Bowman	0	0	#DIV/0!	0	0	#DIV/0!	64	46	5.82	0	0	####
4.0	Rick Johnson	0	0	#DIV/0!	0	0	#DIV/0!	33	47	4.13	0	0	####
3.5	Jen Mallon, CPT	0	0	#DIV/0!	0	0	#DIV/0!	63	47	5.73	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.72	0	0	0	0							

HC	Anything	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		5.5	Justin Baird, CPT	0	0	#DIV/0!	0	0	#DIV/0!	74	56	5.69	0
5.0	Winston Beshore	0	0	#DIV/0!	0	0	#DIV/0!	65	85	4.33	0	0	####
5.0	Dennis Welker	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Rich Long	0	0	#DIV/0!	0	0	#DIV/0!	59	31	6.56	0	0	####
3.5	Jason Wert	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Tom Plasic, Co-CPT	0	0	#DIV/0!	0	0	#DIV/0!	58	72	4.46	0	0	####
3.0	Bo Bovidge	0	0	#DIV/0!	0	0	#DIV/0!	57	53	5.18	0	0	####
3.0	Jess Cassner	0	0	#DIV/0!	0	0	#DIV/0!	36	54	4.00	0	0	####
3.0	Natalie Cassner	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		3.94	0	0	0	0							

HC	Silent Assassins	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		7.0	Kevin Bryner	0	0	#DIV/0!	0	0	#DIV/0!	27	43	3.86	0
6.5	James Shafer	0	0	#DIV/0!	0	0	#DIV/0!	31	39	4.43	0	0	####
6.0	El Voughs	0	0	#DIV/0!	0	0	#DIV/0!	47	53	4.70	0	0	####
5.0	Paul Ramsey	0	0	#DIV/0!	0	0	#DIV/0!	54	46	5.40	0	0	####
5.0	Del Madden, CPT	0	0	#DIV/0!	0	0	#DIV/0!	58	42	5.80	0	0	####
4.5	Mike Bretz	0	0	#DIV/0!	0	0	#DIV/0!	49	61	4.45	0	0	####
4.0	Ryan Trafecanty	0	0	#DIV/0!	0	0	#DIV/0!	60	60	5.00	0	0	####
3.5	Liz Christian, CO-CPT	0	0	#DIV/0!	0	0	#DIV/0!	58	42	5.80	0	0	####
3.0	Marcia Yost	0	0	#DIV/0!	0	0	#DIV/0!	30	50	3.75	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.94	0	0	0	0							

HC	Zero Fux Given	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		7.5	Shawn Hoerner	0	0	#DIV/0!	0	0	#DIV/0!	62	58	5.17	0
5.0	Tone Brubacher	0	0	#DIV/0!	0	0	#DIV/0!	73	77	4.87	0	0	####
5.0	Terry Ballent	0	0	#DIV/0!	0	0	#DIV/0!	50	80	3.85	0	0	####
4.0	James Dagenhart	0	0	#DIV/0!	0	0	#DIV/0!	49	51	4.90	0	0	####
3.5	Nick Ellis	0	0	#DIV/0!	0	0	#DIV/0!	74	76	4.93	0	0	####
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.36	0	0	0	0							

The break requirements in 9 Ball are that 4 object balls must contact a cushion or at least (1) object ball must be pocketed. The 1-Ball is positioned at the top of the rack and must be contacted first on the break. If any of these conditions aren't met, the opposing player receives ball in hand. **THE BALLS ARE NOT RE-RACKED.**

If Team A names a "Blind" (not literal) player, Team B may name their player and switch it as many times as they wish as long as it is done within the required 5 minutes that they have to start the match.

The "breaking" player may either rack for themselves or may choose to have their opponent rack. The person **RACKING** may use whichever rack they wish (template, wood, metal, or plastic).

If a player releases (throws or slams) his stick in frustration onto the table, the opposing player will receive all remaining points that are on the table (regardless of whether any balls were disturbed). Players are expected to exhibit good sportsmanship and to respect the pool tables. It is a privilege to be able to play in the venues that we play.

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 2.0-4.5 receive 2 timeouts per game. (Yes, "2.0"s only get 2 timeouts in 9 ball)

Each player may change coaches 1 time per match. Once the new coach is named, the player can not switch back to the original coach. Once the coach walks away from the pool table, the timeout is over.

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.

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM in the event that 1 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.

"Push Shots" following the break ARE permitted. **THEY MUST BE CALLED**

3 consecutive fouls in one game does NOT result in a loss of game.

Only (1) "7.5" can play per team per night.

*****In week 18, the winning team of each match will receive \$90**

(If 25-25 tie, the team that wins at least 3 individual matches wins the tiebreaker).

Week 18 is a "pay to play" week like all other matches during the regular session.

Players must play at least **8** matches to be eligible for individual awards for this session/division.

Players must play at least **7** matches to qualify for postseason for this session/division.

Forfeits (for this division) **during the regular session** will be handled as follows...

The team that is forfeiting the individual match will receive a 0-10 loss, **AND MUST PAY \$18....\$9 FOR BOTH TEAMS**

The team that is the beneficiary of the forfeit will receive a 7-3 win and will not pay the \$9 for that match.

If a team is the beneficiary of a forfeit, their "named player" will still receive credit for a match played in regards to postseason eligibility.

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 may create a new schedule for the remainder of the session.

In postseason, the beneficiary of a forfeit will receive 10 points. The "forfeiting team" will receive 0 points.

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

Projected Payouts

Tournament Champions	\$ 2,600
Tournament 2nd Place	\$ 1,600
Division Winner	\$ 260
Week 18 Winners (\$90 x 6)	\$ 540
Total Payouts	\$ 5,000

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 switches teams during the session, the league will at its discretion determine if that player can shoot in postseason for the team that it finished the session with. The league office may also force that player to play at a higher handicap for postseason.

If a player releases (throws or slams) his stick in frustration onto the table that the match is being played, that rack will be called with all remaining points on the table prior to the tantrum going to the player who didn't have the tantrum.

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 and in the best interests of the league as a whole..

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 not 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.

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.

Break And Funs This Week

Break And Funs This Session

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.....

(Average PPM+ ((Points For - Points Against)*.05))/10

Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

((56 / (9 matches played)) + ((56 - 34)*.05)) / 10 =

((6.22) + (22 x .05)) / 10 =

(6.22 + 1.1) / 10 = **.732**