



9 Ball  
Fall '24 (Filler)

Week 11 11/21/24

	Win %	Points		Last	Match		AVG	Home Location	Week 11 Matchups	
		F	A	Week	W	L			HC	Home Team is in
Zero Fux Given	<b>0.536</b>	268	232	34-16	24	26	4.38	The Dutch Club	anything	
Angies	<b>0.527</b>	237	213	29-21	25	20	4.50	Angies Diner	make it weird	
Rack Em Up	<b>0.527</b>	237	213	38-12	25	20	4.83	Angies Diner	MISFITS	
Ball Busterz	<b>0.516</b>	232	218	21-29	23	22	4.21	HoHos Billiards	SILENT ASSASSINS	
Silent Assassins	<b>0.511</b>	230	220	17-33	24	21	5.00	Gilligans on Eisenhowe	ball busterz	
Anything	<b>0.508</b>	254	246	27-23	27	23	4.06	Dauphin Home Assoc	ZERO FUX GIVEN	
Misfits	<b>0.504</b>	227	223	BYE	22	23	4.89	The Hose	rack em up	
It Don't Matter	<b>0.502</b>	226	224	29-21	22	23	4.78	Marysville Moose	chicks	
Homeless Misfits	<b>0.490</b>	245	255	23-27	24	26	4.72	The Verhovay	BYE	
Diamond Masters	<b>0.487</b>	219	231	33-17	21	24	5.06	The Pour House	9 YA BUSINESS	
Chicks	<b>0.484</b>	218	232	16-34	22	23	5.11	Chicks	IT DON'T MATTER	
Make It Weird	<b>0.473</b>	213	237	21-29	23	22	4.57	The Hose	ANGIES	
9 Ya Business	<b>0.431</b>	194	256	12-38	18	27	4.67	HoHos Billiards	diamond masters	
		3000	3000		300	300	4.67			

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.

HC	Angies	Points		Average	Match		MVP	Last Session			Recent Postseason Performance	
		F	A		PPM	W		L	Score	F	A	AVG
6.0	Jaafar Nabaoui	6	4	6.00	1	0	0.610	0	0	####	0	0
5.5	Pete Mavropoulos	7	13	3.50	0	2	0.320	40	40	5.00	3	7
5.0	Alex Knapp	34	36	4.86	3	4	0.476	44	36	5.50	0	0
4.5	Alfredo Cortes, CPT	46	34	5.75	6	2	0.635	73	67	5.21	0	0
4.5	Kevin Joy	40	30	5.71	5	2	0.621	42	48	4.67	3	7
4.5	Larry Keefe	23	27	4.60	2	3	0.440	57	53	5.18	0	0
4.0	Ron John	31	39	4.43	2	5	0.403	63	57	5.25	4	6
3.5	Steve Shipp	38	12	7.60	5	0	0.890	54	56	4.91	2	8
3.0	Kevin Bethea	12	18	4.00	1	2	0.370	37	33	5.29	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.50	237	213			25	20				

<b>3 Recycles Remaining</b>							Last Session Points			Recent Postseason Performance			
HC	Ball Busterz	Points		Average	Match		MVP						
		F	A	PPM	W	L	Score	F	A	AVG	F	A	
6.5	Mace Lockard	65	35	6.50	8	2	0.800	85	65	5.67	0	0	
5.5	Chet Denmark	42	48	4.67	4	5	0.437	46	74	3.83	0	0	
4.5	Will Etnoyer	7	3	7.00	1	0	0.720	6	4	6.00	0	0	
4.0	Kevin Altland	14	6	7.00	2	0	0.740	43	67	3.91	0	0	
3.5	Abbie Lee, CPT	38	42	4.75	3	5	0.455	70	80	4.67	0	0	
3.5	Travis Shade, Co-CPT	44	46	4.89	4	5	0.479	81	79	5.06	0	0	
2.0	TJ Hickey	22	38	3.67	1	5	0.287	43	57	4.30	0	0	
Open Stats		0	0		0	0							
Forfeits													
Penalty Points													
AVERAGE HC		4.21	232	218			23	22					

HC	Chicks	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance		
		F	A	PPM	W	L	Score	F	A	AVG	F	A	
7.0	Bruce Lenker	22	28	4.40	3	2	0.410	50	50	5.00	7	3	
6.5	Fred Brodbeck	29	21	5.80	3	2	0.620	49	31	6.13	21	9	
6.0	Frank Moore, CPT	14	16	4.67	1	2	0.457	42	28	6.00	0	0	
6.0	Kevin Marroquin	21	19	5.25	3	1	0.535	47	43	5.22	13	7	
5.5	Sean Gallagher	36	24	6.00	4	2	0.660	46	44	5.11	7	3	
5.0	Andrew Betts	37	33	5.29	4	3	0.549	58	62	4.83	7	3	
4.0	Brad Saksek	16	24	4.00	1	3	0.360	70	70	5.00	16	14	
4.0	Sam Hartley	28	32	4.67	2	4	0.447	38	52	4.22	8	2	
2.0	Ashley Dellesega	15	35	3.00	1	4	0.200	31	39	4.43	0	10	
Open Stats													
Forfeits													
Penalty Points													
AVERAGE HC		5.11	218	232			22	23					

HC	Diamond Masters	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance		
		F	A	PPM	W	L	Score	F	A	AVG	F	A	
7.5	Mel Jones	22	18	5.50	3	1	0.570	0	0	####	0	0	
7.0	Duck Nornhold	10	10	5.00	1	1	0.500	45	45	5.00	0	0	
6.5	Larry Fagan	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0	
6.0	Ron Straw	18	32	3.60	0	5	0.290	51	49	5.10	0	0	
5.5	George Houtz	44	26	6.29	5	2	0.719	0	0	####	0	0	
4.5	Clarence Marsh, CPT	45	45	5.00	4	5	0.500	80	60	5.71	0	0	
3.5	Robert Hurt	25	45	3.57	2	5	0.257	41	49	4.56	0	0	
3.0	Stephanie Ozimac	43	27	6.14	5	2	0.694	44	76	3.67	0	0	
2.0	Beth Driver	12	28	3.00	1	3	0.220	0	0	####	0	0	
Open Stats													
Forfeits													
Penalty Points													
AVERAGE HC		5.06	219	231			21	24					

**3 Recycles Remaining**

**HC Homeless Misfits**

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Mike Fisher	30	30	5.00	3	3	0.500	84	66	5.60	3	7
6.5	Kevin Villarreal, Co-CPT	33	47	4.13	3	5	0.343	57	33	6.33	6	4
5.5	Tim Meise, CPT	24	36	4.00	1	5	0.340	44	36	5.50	0	0
5.0	Josh Hughes	39	31	5.57	4	3	0.597	62	68	4.77	3	7
4.5	Mike Miller	37	23	6.17	5	1	0.687	40	50	4.44	0	0
4.0	Bruce Brockman	17	13	5.67	2	1	0.587	49	41	5.44	4	6
3.5	Becky Ballent	17	33	3.40	1	4	0.260	28	42	4.00	0	0
3.5	Tim Meise Jr	21	19	5.25	2	2	0.535	46	34	5.75	0	0
3.0	Rick Lawson	27	23	5.40	3	2	0.560	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
<b>AVERAGE HC</b>		4.72	245	255	24	26						

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	John Lamplugh	26	24	5.20	2	3	0.530	36	44	4.50	0	0
7.0	Scott Gibson, CPT	26	14	6.50	3	1	0.710	50	30	6.25	0	0
5.5	Brad Miller	23	37	3.83	2	4	0.313	44	46	4.89	0	0
5.5	Bill Scharff	42	38	5.25	4	4	0.545	56	44	5.60	0	0
4.0	John Linn	18	22	4.50	1	3	0.430	51	49	5.10	0	0
4.0	Eric Snyder	31	19	6.20	4	1	0.680	50	70	4.17	0	0
3.5	Brian Carl	11	19	3.67	1	2	0.327	0	0	####	0	0
3.0	Doug Wagner	25	25	5.00	2	3	0.500	16	44	2.67	0	0
3.0	Tracy Klinger	24	26	4.80	3	2	0.470	50	60	4.55	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
<b>AVERAGE HC</b>		4.78	226	224	22	23						

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Ed Kearney	25	25	5.00	2	3	0.500	64	46	5.82	17	13
6.5	Chas Foltz	33	27	5.50	4	2	0.580	0	0	####	0	0
6.0	Dakota Miller	12	8	6.00	1	1	0.620	0	0	####	0	0
5.0	Anthony Cressler, CPT	35	35	5.00	2	5	0.500	65	75	4.64	14	16
4.5	Brian Minnich	14	26	3.50	1	3	0.290	0	0	####	0	0
4.5	Scott Wallace	21	39	3.50	2	4	0.260	77	73	5.13	13	7
4.0	Kevin Miller	25	25	5.00	3	2	0.500	59	41	5.90	3	7
3.0	Aaron Neely	16	4	8.00	2	0	0.860	32	38	4.57	10	0
3.0	Crystal Johnson	36	24	6.00	4	2	0.660	39	61	3.90	6	4
	Open Stats	10	10		1	1						
	Forfeits											
	Penalty Points											
<b>AVERAGE HC</b>		4.89	227	223	22	23						

HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Jenn Kelly	19	31	3.80	1	4	0.320	45	45	5.00	8	12
6.5	Rick Boyer	28	22	5.60	4	1	0.590	49	61	4.45	10	10
6.0	Forrest Aeppli	18	22	4.50	1	3	0.430	31	29	5.17	0	0
5.0	Jim Roberts	27	33	4.50	3	3	0.420	60	50	5.45	7	3
5.0	John Hoffman	26	34	4.33	2	4	0.393	65	45	5.91	3	7
4.0	Ellie Heinly, Co-Cpt	18	22	4.50	2	2	0.430	52	48	5.20	7	3
3.5	Carlos Olmeda	13	27	3.25	1	3	0.255	56	54	5.09	6	4
3.0	Jeremy Driver	32	38	4.57	3	4	0.427	56	64	4.67	0	0
2.5	Emily Dauberman	13	27	3.25	1	3	0.255	31	39	4.43	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.67	194	256	18	27						

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	L		W	L		F	A	AVG	F	A
7.0	John Hedgepath	23	17	5.75	3	1	0.605	37	43	4.63	0	0
6.5	Rikki Johnson	32	18	6.40	4	1	0.710	56	54	5.09	6	4
6.0	Brian Hogentogler	23	27	4.60	2	3	0.440	65	45	5.91	4	6
5.5	Kelly Norris	40	30	5.71	4	3	0.621	66	74	4.71	0	0
4.5	Paul McMichael	27	23	5.40	3	2	0.560	66	74	4.71	0	0
4.5	Ed Croco, CPT	25	25	5.00	3	2	0.500	66	44	6.00	4	6
4.5	Jack Jimmink	25	25	5.00	2	3	0.500	66	74	4.71	0	0
3.0	Tammy Norris	24	26	4.80	2	3	0.470	63	57	5.25	0	0
2.0	Jackie Croco	18	22	4.50	2	2	0.430	51	49	5.10	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.83	237	213	25	20						

HC	Make It Weird	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Devan Retherford	16	24	4.00	1	3	0.360	100	70	5.88	0	0
5.0	Mike Canoy	36	34	5.14	4	3	0.524	86	74	5.38	6	4
4.5	Bob Cohan	24	36	4.00	3	3	0.340	60	40	6.00	0	0
4.0	Rick Johnson	42	38	5.25	5	3	0.545	33	47	4.13	2	8
4.0	Blaize Bowman	18	22	4.50	1	3	0.430	64	46	5.82	3	7
4.0	Jen Mallon, CPT	50	40	5.56	6	3	0.606	63	47	5.73	4	6
3.5	Betsy Goodman	27	43	3.86	3	4	0.306	52	48	5.20	2	8
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		4.57	213	237	23	22						

**3 Recycles Remaining**

HC	Anything	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
5.5	Justin Baird, CPT	31	29	5.17	3	3	0.527	74	56	5.69	0	0
5.5	Winston Beshore	51	29	6.38	6	2	0.748	65	85	4.33	0	0
5.0	Dennis Welker	34	36	4.86	3	4	0.476	0	0	####	0	0
4.5	Rich Long	31	29	5.17	3	3	0.527	0	0	####	0	0
4.0	Tom Plasic, Co-CPT	36	24	6.00	4	2	0.660	58	72	4.46	0	0
3.5	Jason Wert	15	25	3.75	1	3	0.325	0	0	####	0	0
3.5	Bo Bovidge	34	36	4.86	4	3	0.476	57	53	5.18	0	0
3.0	Jess Cassner	22	28	4.40	3	2	0.410	36	54	4.00	0	0
2.0	Natalie Cassner	0	10	0.00	0	1	(0.050)	0	0	####	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.06	254	246	27	23						

HC	Silent Assassins	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Kevin Bryner	15	25	3.75	1	3	0.325	27	43	3.86	0	0
6.5	James Shafer	14	6	7.00	2	0	0.740	31	39	4.43	0	0
5.5	El Voughs	28	32	4.67	3	3	0.447	47	53	4.70	0	0
5.0	Paul Ramsey	23	27	4.60	2	3	0.440	54	46	5.40	0	0
5.0	Del Madden, CPT	23	27	4.60	2	3	0.440	58	42	5.80	0	0
5.0	Mike Bretz	25	25	5.00	3	2	0.500	49	61	4.45	0	0
4.5	Ryan Trafecanty	38	22	6.33	4	2	0.713	60	60	5.00	0	0
3.5	Liz Christian, CO-CPT	31	39	4.43	3	4	0.403	58	42	5.80	0	0
3.5	Marcia Yost	33	17	6.60	4	1	0.740	30	50	3.75	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVERAGE HC		5.00	230	220	24	21						

HC	Zero Fux Given	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Shawn Hoerner	52	38	5.78	4	5	0.648	62	58	5.17	0	0
5.0	Terry Ballent	35	35	5.00	4	3	0.500	50	80	3.85	0	0
4.5	Tone Brubacher	14	26	3.50	0	4	0.290	73	77	4.87	0	0
4.5	James Dagenhart	41	19	6.83	5	1	0.793	49	51	4.90	0	0
4.0	Nick Ellis	42	38	5.25	4	4	0.545	74	76	4.93	0	0
4.0	Jose Soto	37	33	5.29	3	4	0.549	0	0	####	0	0
3.0	Monica Reinnagel	43	37	5.38	4	4	0.568	57	63	4.75	0	0
2.5	Jacqui Hiemstra, CPT	4	6	4.00	0	1	0.390	38	42	4.75	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.38	268	232	24	26						

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. Not 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	<b>\$ 2,600</b>
Tournament 2nd Place	<b>\$ 1,600</b>
Division Winner	<b>\$ 260</b>
Week 18 Winners (\$90 x 6)	<b>\$ 540</b>
Total Payouts	<b>\$ 5,000</b>

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 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.**

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.. Charlotte is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, she decides she wants to play for the team that is in first place. The league office can bring Charlotte back on to the first place team at whatever skill level it deems necessary to maintain 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 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.

**Break And Funs This Week**

Mel Jones 2

**Break And Funs This Session**

Shawn Hoerner 6  
Mike Fisher 2  
Mel Jones 2  
Justin Baird  
Bruce Brockman  
Anthony Cressler  
Scott Gibson  
Betsy Goodman  
George Houtz  
Rikki Johnson  
Ed Kearney



Jenn Kelly  
Stan Kovich  
John Lamplugh  
Mace Lockard  
Rich Long  
Kevin Miller  
James Shafer  
Ron Straw  
Kevin Villarreal

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.....

$( \text{Average PPM} + ( ( \text{Points For} - \text{Points Against} ) * .05 ) ) / 10$

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

$( ( 56 / (9 \text{ matches played} ) ) + ( ( 56 - 34 ) * .05 ) ) / 10 =$   
 $((6.22) + (22 \times .05)) / 10 =$   
 $( 6.22 + 1.1 ) / 10 = .732$