



9 Ball  
Fall '24 (Filler)

Week 5 10/10/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 5 Matchups Home Team is in <b>CAPS</b>
		F	A		W	L			
Ball Busterz	<b>0.607</b>	91	59	35-15	11	4	4.06	HoHos Billiards	diamond masters
Zero Fux Given	<b>0.540</b>	108	92	35-15	12	8	4.38	<b>The Dutch Club</b>	9 ya business
Misfits	<b>0.540</b>	108	92	24-26	11	9	4.83	The Hose	<b>SILENT ASSASSINS</b>
Angies	<b>0.525</b>	105	95	26-24	11	9	4.25	Angies Diner	homeless misfits
It Don't Matter	<b>0.500</b>	100	100	25-25	9	11	4.83	Marysville Moose	anything
Rack Em Up	<b>0.493</b>	74	76	15-35	8	7	4.78	Angies Diner	<b>MAKE IT WEIRD</b>
Anything	<b>0.490</b>	98	102	29-21	11	9	3.89	Dauphin Home Assoc	<b>IT DON'T MATTER</b>
Chicks	<b>0.490</b>	98	102	21-29	10	10	4.94	Chicks Tavern	<b>BYE</b>
9 Ya Business	<b>0.480</b>	96	104	22-28	10	10	4.83	HoHos Billiards	<b>ZERO FUX GIVEN</b>
Silent Assassins	<b>0.475</b>	95	105	28-22	9	11	4.89	Gilligans on Eisenhower	misfits
Make It Weird	<b>0.473</b>	71	79	BYE	7	8	4.64	The Hose	rack em up
Homeless Misfits	<b>0.465</b>	93	107	25-25	7	13	4.67	The Verhovay	<b>ANGIES</b>
Diamond Masters	<b>0.420</b>	63	87	15-35	4	11	5.17	The Pour House	<b>BALL BUSTERZ</b>
		1200	1200		120	120	4.63		

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
5.5	Pete Mavropoulos	7	13	3.50	0	2	0.320	40	40	5.00	3	7	3.00
4.5	Kevin Joy	20	10	6.67	3	0	0.717	42	48	4.67	3	7	3.00
4.5	Alfredo Cortes, CPT	17	13	5.67	2	1	0.587	73	67	5.21	0	0	####
4.5	Alex Knapp	20	20	5.00	2	2	0.500	44	36	5.50	0	0	####
4.5	Larry Keefe	6	4	6.00	1	0	0.610	57	53	5.18	0	0	####
4.0	Ron John	17	23	4.25	1	3	0.395	63	57	5.25	4	6	4.00
3.5	Kevin Bethea	4	6	4.00	0	1	0.390	37	33	5.29	0	0	####
3.0	Steve Shipp	14	6	7.00	2	0	0.740	54	56	4.91	2	8	2.00
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
<b>AVERAGE HC</b>		4.25	105	95				11	9				

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	12	18	4.00	1	2	0.370	46	74	3.83	0	0	####
5.5	Mace Lockard	22	8	7.33	3	0	0.803	85	65	5.67	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	####
4.0	Zach Anthony	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Abbie Lee, CPT	10	10	5.00	1	1	0.500	70	80	4.67	0	0	####
3.5	Travis Shade, Co-CPT	24	6	8.00	3	0	0.890	81	79	5.06	0	0	####
2.0	TJ Hickey	2	8	2.00	0	1	0.170	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.06	91	59	11	4							

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	7	3	7.00	1	0	0.720	50	50	5.00	7	3	7.00
6.0	Frank Moore, CPT	4	6	4.00	0	1	0.390	42	28	6.00	0	0	####
6.5	Fred Brodbeck	25	15	6.25	3	1	0.675	49	31	6.13	21	9	7.00
5.5	Kevin Marroquin	15	15	5.00	2	1	0.500	47	43	5.22	13	7	6.50
5.0	Andrew Betts	12	18	4.00	1	2	0.370	58	62	4.83	7	3	7.00
5.0	Sean Gallagher	7	3	7.00	1	0	0.720	46	44	5.11	7	3	7.00
4.0	Brad Saksek	12	18	4.00	1	2	0.370	70	70	5.00	16	14	5.33
4.0	Sam Hartley	16	14	5.33	1	2	0.543	38	52	4.22	8	2	8.00
2.0	Ashley Dellesega	0	10	0.00	0	1	(0.050)	31	39	4.43	0	10	0.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.94	98	102	10	10							

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	3	7	3.00	0	1	0.280	45	45	5.00	0	0	####
7.0	Mel Jones	9	11	4.50	1	1	0.440	0	0	####	0	0	####
6.5	Ron Straw	4	6	4.00	0	1	0.390	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	10	10	5.00	1	1	0.500	0	0	####	0	0	####
4.5	Clarence Marsh, CPT	16	14	5.33	1	2	0.543	80	60	5.71	0	0	####
3.5	Robert Hurt	6	24	2.00	0	3	0.110	41	49	4.56	0	0	####
3.0	Stephanie Ozimac	15	15	5.00	1	2	0.500	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	63	87	4	11							

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	12	8	6.00	1	1	0.620	84	66	5.60	3	7	3.00
6.5	Kevin Villarreal, Co-CPT	20	20	5.00	2	2	0.500	57	33	6.33	6	4	6.00
5.5	Tim Meise, CPT	11	19	3.67	0	3	0.327	44	36	5.50	0	0	####
5.0	Josh Hughes	11	9	5.50	1	1	0.560	62	68	4.77	3	7	3.00
4.0	Bruce Brockman	8	2	8.00	1	0	0.830	49	41	5.44	4	6	4.00
4.0	Mike Miller	10	10	5.00	1	1	0.500	40	50	4.44	0	0	####
3.5	Becky Ballent	7	13	3.50	0	2	0.320	28	42	4.00	0	0	####
3.5	Tim Meise Jr	2	8	2.00	0	1	0.170	46	34	5.75	0	0	####
3.0	Rick Lawson	12	18	4.00	1	2	0.370	30	40	4.29	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	93	107	7	13							

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	10	10	5.00	1	1	0.500	36	44	4.50	0	0	####
7.0	Scott Gibson, CPT	12	8	6.00	1	1	0.620	50	30	6.25	0	0	####
6.0	Brad Miller	12	18	4.00	1	2	0.370	44	46	4.89	0	0	####
5.5	Bill Scharff	18	12	6.00	2	1	0.630	56	44	5.60	0	0	####
4.0	Brian Carl	6	4	6.00	1	0	0.610	0	0	####	0	0	####
4.0	Eric Snyder	18	12	6.00	2	1	0.630	50	70	4.17	0	0	####
4.0	John Linn	7	13	3.50	0	2	0.320	51	49	5.10	0	0	####
3.0	Doug Wagner	6	14	3.00	0	2	0.260	16	44	2.67	0	0	####
3.0	Tracy Klinger	11	9	5.50	1	1	0.560	50	60	4.55	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.83	100	100	9	11							

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	11	9	5.50	1	1	0.560	64	46	5.82	17	13	5.67
6.0	Chas Foltz	13	7	6.50	2	0	0.680	0	0	####	0	0	####
5.5	Dakota Miller	4	6	4.00	0	1	0.390	0	0	####	0	0	####
5.0	Anthony Cressler, CPT	21	19	5.25	1	3	0.535	65	75	4.64	14	16	4.67
5.0	Scott Wallace	10	20	3.33	1	2	0.283	77	73	5.13	13	7	6.50
5.0	Brian Minnich	6	4	6.00	1	0	0.610	0	0	####	0	0	####
4.0	Kevin Miller	10	10	5.00	1	1	0.500	59	41	5.90	3	7	3.00
3.0	Aaron Neely	10	0	10.00	1	0	1.050	32	38	4.57	10	0	10.00
2.5	Crystal Johnson	13	7	6.50	2	0	0.680	39	61	3.90	6	4	6.00
	Open Stats	10	10		1	1							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.83	108	92	11	9							

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
6.5	Jenn Kelly	11	9	5.50	1	1	0.560	45	45	5.00	8	12	4.00
6.5	Rick Boyer	15	15	5.00	2	1	0.500	49	61	4.45	10	10	5.00
6.0	Forrest Aeppli	2	8	2.00	0	1	0.170	31	29	5.17	0	0	####
5.0	Jim Roberts	10	10	5.00	1	1	0.500	60	50	5.45	7	3	7.00
5.0	John Hoffman	13	17	4.33	1	2	0.413	65	45	5.91	3	7	3.00
4.0	Carlos Olmeda	9	11	4.50	1	1	0.440	56	54	5.09	6	4	6.00
4.0	Ellie Heinly, Co-Cpt	10	10	5.00	1	1	0.500	52	48	5.20	7	3	7.00
3.5	Jeremy Driver	22	18	5.50	3	1	0.570	56	64	4.67	0	0	####
3.0	Emily Dauberman	4	6	4.00	0	1	0.390	31	39	4.43	0	0	####
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.83	96	104	10	10							

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	7	3	7.00	1	0	0.720	37	43	4.63	0	0	####
6.5	Rikki Johnson	4	6	4.00	0	1	0.390	56	54	5.09	6	4	6.00
6.0	Brian Hogentogler	7	13	3.50	1	1	0.320	65	45	5.91	4	6	4.00
5.5	Kelly Norris	16	4	8.00	2	0	0.860	66	74	4.71	0	0	####
4.5	Jack Jimmink	9	11	4.50	1	1	0.440	66	74	4.71	0	0	####
4.5	Ed Croco, CPT	9	11	4.50	1	1	0.440	66	44	6.00	4	6	4.00
4.0	Paul McMichael	11	9	5.50	1	1	0.560	66	74	4.71	0	0	####
3.0	Tammy Norris	10	10	5.00	1	1	0.500	63	57	5.25	0	0	####
2.0	Jackie Croco	1	9	1.00	0	1	0.060	51	49	5.10	0	0	####
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.78	74	76	8	7							

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	0	####
5.0	Mike Canoy	13	7	6.50	2	0	0.680	86	74	5.38	6	4	6.00
4.5	Bob Cohan	10	10	5.00	1	1	0.500	60	40	6.00	0	0	####
4.0	Betsy Goodman	11	19	3.67	1	2	0.327	52	48	5.20	2	8	2.00
4.0	Blaize Bowman	15	15	5.00	1	2	0.500	64	46	5.82	3	7	3.00
4.0	Rick Johnson	6	14	3.00	0	2	0.260	33	47	4.13	2	8	2.00
3.5	Jen Mallon, CPT	16	14	5.33	2	1	0.543	63	47	5.73	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.64	71	79	7	8							



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	<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 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 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 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***

Shawn Hoerner	3
Bruce Brockman	
Mike Fisher	
Rikki Johnson	
Jenn Kelly	
Stan Kovich	
John Lamplugh	
Mace Lockard	

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.....

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

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

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