



Summer Fall '23 (Filler)

Week 1 7/27/23

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 1 Opponent
		F	A		W	L			Home Team if in CAPS
Misfits	#DIV/0!	0	0		0	0	5.0	The Hose	HOMELESS MISFITS
Silent Assassins	#DIV/0!	0	0		0	0	4.9	Gilligans on Eisenhowe	rack em up
9 Ya Business	#DIV/0!	0	0		0	0	5.1	HoHos Billiards	CHICKS
Homeless Misfits	#DIV/0!	0	0		0	0	4.9	The Verhovay	misfits
It Don't Matter	#DIV/0!	0	0		0	0	5.1	Marysville Moose	rick's rejects
Zero Fux Given	#DIV/0!	0	0		0	0	4.8	Bressler Club	DIAMOND MASTERS
Chicks	#DIV/0!	0	0		0	0	4.8	Chicks Tavern	9 ya business
Rack Em Up	#DIV/0!	0	0		0	0	4.6	Angies Diner	SILENT ASSASSINS
The Rack Raptors	#DIV/0!	0	0		0	0	4.2	The Hose	ball busterz
Rick's Rejects	#DIV/0!	0	0		0	0	4.6	Dauphin Home Assoc	IT DON'T MATTER
Diamond Masters	#DIV/0!	0	0		0	0	5.1	The Pour House	zero fux given
Angies	#DIV/0!	0	0		0	0	4.4	Angies Diner	BYE
Ball Busterz	#DIV/0!	0	0		0	0	4.3	The Verhovay	THE RACK RAPTORS
		0	0		0	0	4.7		

Team rosters in red (below) are more than \$80 in arrears. Please call league office to determine if delinquent 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
6.5	Ken McPherson	0	0	#DIV/0!	0	0	#DIV/0!	33	37	4.71	0	0	####
6.0	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	59	71	4.54	0	0	####
5.0	Kevin Joy	0	0	#DIV/0!	0	0	#DIV/0!	65	65	5.00	0	0	####
4.5	Bill Galbraith	0	0	#DIV/0!	0	0	#DIV/0!	8	12	4.00	0	0	####
4.0	Alfredo Cortes, CPT	0	0	#DIV/0!	0	0	#DIV/0!	69	91	4.31	0	0	####
4.0	Larry Keefe	0	0	#DIV/0!	0	0	#DIV/0!	95	75	5.59	0	0	####
4.0	Francisco Diaz	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.0	Steve Shipp	0	0	#DIV/0!	0	0	#DIV/0!	56	64	4.67	0	0	####
3.0	Kevin Beathea	0	0	#DIV/0!	0	0	#DIV/0!	34	26	5.67	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	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
6.0	Chet Denmark	0	0	#DIV/0!	0	0	#DIV/0!	34	66	3.40	0	0	####
5.0	Mace Lockard	0	0	#DIV/0!	0	0	#DIV/0!	49	81	3.77	0	0	####
4.5	Joe Smith	0	0	#DIV/0!	0	0	#DIV/0!	44	56	4.40	0	0	####
4.5	Kevin Altland	0	0	#DIV/0!	0	0	#DIV/0!	47	33	5.88	0	0	####
4.5	Chad Sweisfort	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!	67	113	3.72	0	0	####
3.5	Don Norman	0	0	#DIV/0!	0	0	#DIV/0!	11	19	3.67	0	0	####
3.0	Travis Shade, Co-CPT	0	0	#DIV/0!	0	0	#DIV/0!	81	109	4.26	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.3	0	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
7.0	Bruce Lenker	0	0	#DIV/0!	0	0	#DIV/0!	80	80	5.00	0	0	####
5.5	Fred Brodbeck	0	0	#DIV/0!	0	0	#DIV/0!	73	77	4.87	4	6	4.00
5.5	Kevin Marroquin	0	0	#DIV/0!	0	0	#DIV/0!	69	51	5.75	7	3	7.00
5.0	Frank Moore, CPT	0	0	#DIV/0!	0	0	#DIV/0!	61	39	6.10	0	0	####
4.0	Sean Gallagher	0	0	#DIV/0!	0	0	#DIV/0!	47	53	4.70	8	2	8.00
4.0	Rich Worley	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Sam Hartley	0	0	#DIV/0!	0	0	#DIV/0!	85	65	5.67	9	1	9.00
3.5	Brad Saksek	0	0	#DIV/0!	0	0	#DIV/0!	60	60	5.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	0	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
7.5	Duck Nornhold	0	0	#DIV/0!	0	0	#DIV/0!	44	26	6.29	0	0	####
6.5	Ron Straw	0	0	#DIV/0!	0	0	#DIV/0!	33	37	4.71	0	0	####
6.5	Josh Reynolds	0	0	#DIV/0!	0	0	#DIV/0!	65	35	6.50	0	0	####
6.0	Larry Fagan	0	0	#DIV/0!	0	0	#DIV/0!	26	44	3.71	0	0	####
5.5	Andy Ritter	0	0	#DIV/0!	0	0	#DIV/0!	39	51	4.33	0	0	####
4.0	Clarence Marsh, CPT	0	0	#DIV/0!	0	0	#DIV/0!	66	84	4.40	0	0	####
3.5	Robert Hurt	0	0	#DIV/0!	0	0	#DIV/0!	34	36	4.86	0	0	####
3.0	Stephanie Ozimac	0	0	#DIV/0!	0	0	#DIV/0!	71	69	5.07	0	0	####
3.0	Kerrin Lutz	0	0	#DIV/0!	0	0	#DIV/0!	59	81	4.21	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	0	0	0	0	0						

Recent

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Kevin Villarreal, Co-CPT	0	0	#DIV/0!	0	0	#DIV/0!	76	64	5.43	0	0	####
6.0	Mark Schwentker	0	0	#DIV/0!	0	0	#DIV/0!	55	65	4.58	0	0	####
5.5	Terry Ballent	0	0	#DIV/0!	0	0	#DIV/0!	63	57	5.25	0	0	####
5.5	Tim Meise, CPT	0	0	#DIV/0!	0	0	#DIV/0!	49	41	5.44	0	0	####
5.0	Josh Hughes	0	0	#DIV/0!	0	0	#DIV/0!	75	45	6.25	0	0	####
5.0	Joe Lahr	0	0	#DIV/0!	0	0	#DIV/0!	68	42	6.18	0	0	####
4.0	Becky Ballent	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Rick Lawson	0	0	#DIV/0!	0	0	#DIV/0!	64	56	5.33	0	0	####
3.5	Tim Meise Jr	0	0	#DIV/0!	0	0	#DIV/0!	53	27	6.63	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	0	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
7.5	Steve Wood	0	0	#DIV/0!	0	0	#DIV/0!	40	30	5.71	0	0	####
7.0	John Lamplugh	0	0	#DIV/0!	0	0	#DIV/0!	50	40	5.56	7	3	7.00
6.0	Scott Gibson, CPT	0	0	#DIV/0!	0	0	#DIV/0!	62	58	5.17	8	2	8.00
5.0	Tobe Toberman	0	0	#DIV/0!	0	0	#DIV/0!	53	57	4.82	2	8	2.00
4.5	Brad Miller	0	0	#DIV/0!	0	0	#DIV/0!	53	67	4.42	0	0	####
4.5	Bill Scharff	0	0	#DIV/0!	0	0	#DIV/0!	54	56	4.91	0	0	####
4.0	Eric Snyder	0	0	#DIV/0!	0	0	#DIV/0!	47	33	5.88	3	7	3.00
4.0	John Linn	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	4	6	4.00
3.5	Doug Wagner	0	0	#DIV/0!	0	0	#DIV/0!	60	50	5.45	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	0	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!	87	43	6.69	3	7	3.00
6.0	Stan Kovich	0	0	#DIV/0!	0	0	#DIV/0!	51	39	5.67	0	0	####
6.0	Shane Wingler	0	0	#DIV/0!	0	0	#DIV/0!	45	55	4.50	2	8	2.00
5.5	Ed Hummel	0	0	#DIV/0!	0	0	#DIV/0!	38	32	5.43	0	0	####
4.5	Anthony Cressler, CPT	0	0	#DIV/0!	0	0	#DIV/0!	89	91	4.94	8	2	8.00
4.0	Scott Wallace	0	0	#DIV/0!	0	0	#DIV/0!	52	68	4.33	7	3	7.00
4.0	Aaron Neely	0	0	#DIV/0!	0	0	#DIV/0!	56	44	5.60	0	0	####
2.5	Crystal Johnson	0	0	#DIV/0!	0	0	#DIV/0!	53	57	4.82	6	4	6.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	0	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
6.5	Rick Boyer (ineligible in week 1)	0	0	#DIV/0!	0	0	#DIV/0!	69	71	4.93	0	0	####
6.5	Jenn Kelly	0	0	#DIV/0!	0	0	#DIV/0!	58	42	5.80	0	0	####
5.5	Forrest Aeppli, CPT	0	0	#DIV/0!	0	0	#DIV/0!	57	43	5.70	7	3	7.00
5.5	Justin Becker	0	0	#DIV/0!	0	0	#DIV/0!	39	31	5.57	0	0	####
5.0	Jim Roberts	0	0	#DIV/0!	0	0	#DIV/0!	86	84	5.06	2	8	2.00
4.5	Carlos Olmeda	0	0	#DIV/0!	0	0	#DIV/0!	44	26	6.29	6	4	6.00
4.5	John Hoffman	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Dan Benson	0	0	#DIV/0!	0	0	#DIV/0!	65	85	4.33	0	0	####
3.5	Ellie Heinly, Co-Cpt	0	0	#DIV/0!	0	0	#DIV/0!	99	81	5.50	8	2	8.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	0	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!	0	0	####	0	0	####
6.0	Rikki Johnson	0	0	#DIV/0!	0	0	#DIV/0!	85	65	5.67	0	0	####
6.0	Kelly Norris	0	0	#DIV/0!	0	0	#DIV/0!	53	47	5.30	0	0	####
5.5	Brian Hogentogler	0	0	#DIV/0!	0	0	#DIV/0!	45	75	3.75	0	0	####
4.5	Brian Minnich	0	0	#DIV/0!	0	0	#DIV/0!	81	79	5.06	0	0	####
4.0	Ed Croco, CPT	0	0	#DIV/0!	0	0	#DIV/0!	54	56	4.91	0	0	####
3.5	Mike Minahan	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0	####
2.5	Tammy Norris	0	0	#DIV/0!	0	0	#DIV/0!	43	47	4.78	0	0	####
2.5	Jackie Croco	0	0	#DIV/0!	0	0	#DIV/0!	66	44	6.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	0	0	0	0	0						

HC	The Rack Raptors	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Devan Retherford	0	0	#DIV/0!	0	0	#DIV/0!	81	69	5.40	0	0	####
5.0	Austin Cronauer	0	0	#DIV/0!	0	0	#DIV/0!	46	44	5.11	0	0	####
4.5	Travis Morrill	0	0	#DIV/0!	0	0	#DIV/0!	23	17	5.75	0	0	####
4.0	Betsy Goodman	0	0	#DIV/0!	0	0	#DIV/0!	60	80	4.29	0	0	####
4.0	Jen Mallon, CPT	0	0	#DIV/0!	0	0	#DIV/0!	79	71	5.27	0	0	####
4.0	Mike Canoy	0	0	#DIV/0!	0	0	#DIV/0!	52	58	4.73	0	0	####
3.5	Pete Papadopoulos	0	0	#DIV/0!	0	0	#DIV/0!	63	57	5.25	0	0	####
3.0	Bob Cohan	0	0	#DIV/0!	0	0	#DIV/0!	28	42	4.00	0	0	####
3.0	Kerry Blasenak	0	0	#DIV/0!	0	0	#DIV/0!	11	19	3.67	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	0	0	0	0	0						

HC	Rick's Rejects	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		6.5	Steve Weaver	0	0	#DIV/0!	0	0	#DIV/0!	35	35	5.00	0
6.0	Justin Baird	0	0	#DIV/0!	0	0	#DIV/0!	67	43	6.09	0	0	####
5.0	Winston Beshore	0	0	#DIV/0!	0	0	#DIV/0!	65	65	5.00	0	0	####
4.5	Eric Van Selow	0	0	#DIV/0!	0	0	#DIV/0!	45	35	5.63	0	0	####
3.5	Tracy Klinger, CPT	0	0	#DIV/0!	0	0	#DIV/0!	52	68	4.33	0	0	####
3.5	Bo Bovidge	0	0	#DIV/0!	0	0	#DIV/0!	63	47	5.73	0	0	####
3.0	Jess Cassner	0	0	#DIV/0!	0	0	#DIV/0!	21	39	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	0	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
		6.5	Kevin Bryner	0	0	#DIV/0!	0	0	#DIV/0!	40	30	5.71	0
6.5	James Shafer	0	0	#DIV/0!	0	0	#DIV/0!	63	57	5.25	0	0	####
5.5	Sean Grissinger	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	6	4	6.00
5.5	Mike Bretz	0	0	#DIV/0!	0	0	#DIV/0!	48	32	6.00	3	7	3.00
5.0	Del Madden, CPT	0	0	#DIV/0!	0	0	#DIV/0!	41	59	4.10	0	0	####
5.0	Paul Ramsey	0	0	#DIV/0!	0	0	#DIV/0!	59	51	5.36	0	0	####
4.5	Cody Brashear	0	0	#DIV/0!	0	0	#DIV/0!	67	43	6.09	1	9	1.00
3.0	Liz Christian, CO-CPT	0	0	#DIV/0!	0	0	#DIV/0!	45	55	4.50	0	0	####
2.5	Emily Dauberman	0	0	#DIV/0!	0	0	#DIV/0!	54	56	4.91	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	0	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!	11	9	5.50	0
7.0	Chris Taylor	0	0	#DIV/0!	0	0	#DIV/0!	45	55	4.50	3	7	3.00
5.5	Chuck Miller	0	0	#DIV/0!	0	0	#DIV/0!	43	37	5.38	8	2	8.00
5.0	Tone Brubacher	0	0	#DIV/0!	0	0	#DIV/0!	90	50	6.43	4	6	4.00
3.5	Nick Ellis	0	0	#DIV/0!	0	0	#DIV/0!	75	65	5.36	0	0	####
3.5	Monica Reinengal	0	0	#DIV/0!	0	0	#DIV/0!	53	47	5.30	0	0	####
3.0	Duane Rider	0	0	#DIV/0!	0	0	#DIV/0!	56	54	5.09	0	0	####
3.0	Jacqui Hiemstra, CPT	0	0	#DIV/0!	0	0	#DIV/0!	33	47	4.13	0	0	####
	Open Stats							0	0	####	2	8	2.00
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	0	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 1Ball 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 playere 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.

Any team that does not make the postseason, but also does not forfeit any individual matches will have their team entered into a random drawing with the other "non postseason teams" for a chance to win \$ **200** in credits for the following session dues.

**\*\*\*In week 18, the winning team of each match will receive \$80 (If 25-25 tie, each team will receive \$40). Week 18 IS a "pay to play" week like all other regular session matches**

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 \$16....\$8 FOR BOTH TEAMS**

The team that is the beneficiary of the forfeit will receive a 7-3 win and will not pay the \$8 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

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 respect 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 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***

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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

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