

DUES ARE NOW \$9



9 Ball
Spring - Summer '24 (Filler)

Week 10 6/27/24

	Win %	Points		Last	Match		AVG	Home Location	Week 10 Matchups (6/27/24)		
		F	A	Week	W	L			HC	Home Team is in CAPS	
Angies	0.565	226	174	34-16	25	15	4.31	Angies Diner	HOMELESS MISFITS		
Homeless Misfits	0.529	238	212	23-27	26	19	4.78	The Verhovay	angies		
Rack Em Up	0.523	209	191	26-24	23	17	5.00	Angies Diner	misfits		
It Don't Matter	0.518	207	193	29-21	20	20	5.28	Marysville Moose	MAKE IT WEIRD		
Misfits	0.518	207	193	33-17	24	16	4.81	The Hose	RACK EM UP		
Chicks	0.495	198	202	26-24	20	20	4.89	Chicks Tavern	9 ya business		
Make It Weird	0.493	222	228	27-23	23	22	4.56	The Hose	it don't matter		
9 Ya Business	0.485	194	206	24-26	17	23	4.83	HoHos Billiards	CHICKS		
Zero Fux Given	0.483	193	207	BYE	20	20	4.44	Bressler Club	SILENT ASSASSINS		
Rick's Rejects	0.480	192	208	16-34	16	24	4.56	Dauphin Home Assoc	DIAMOND MASTERS		
Diamond Masters	0.478	191	209	17-33	18	22	4.94	The Pour House	rick's rejects		
Silent Assassins	0.478	215	235	24-26	19	26	4.89	Gilligans on Eisenhowe	zero fux given		
Ball Busterz	0.462	208	242	21-29	19	26	3.93	HoHos Billiards	BYE		
		2700	2700		270	270	4.71				

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

3 Recycles Remaining

HC	Angies	Points		Average	Match		MVP	Last Session			Recent		
		F	A		PPM	W		L	Score	F	A	AVG	F
6.0	Pete Mavropoulos	16	14	5.33	1	2	0.543	52	58	4.73	4	6	4.00
5.0	Kevin Joy	23	17	5.75	3	1	0.605	58	62	4.83	0	0	####
4.5	Alfredo Cortes, CPT	46	34	5.75	5	3	0.635	91	79	5.35	3	7	3.00
4.5	Alex Knapp	21	19	5.25	2	2	0.535	59	51	5.36	3	7	3.00
4.0	Larry Keefe	35	25	5.83	5	1	0.633	79	71	5.27	0	0	####
4.0	Ron John	29	21	5.80	4	1	0.620	35	35	5.00	0	0	####
3.5	Steve Shipp	36	24	6.00	4	2	0.660	61	59	5.08	6	4	6.00
3.0	Kevin Bethea	20	20	5.00	1	3	0.500	23	37	3.83	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.31	226	174				25	15				

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Ball Busterz	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
5.5	Chet Denmark	25	45	3.57	1	6	0.257	0	0	####	0	0	####
5.0	Mace Lockard	45	45	5.00	5	4	0.500	30	50	3.75	0	0	####
4.5	Kevin Altland	33	37	4.71	3	4	0.451	16	24	4.00	0	0	####
4.0	Will Etnoyer	0	0	#DIV/0!	0	0	#DIV/0!	4	6	4.00	0	0	####
3.5	Abbie Lee, CPT	33	37	4.71	3	4	0.451	49	61	4.45	0	0	####
3.0	Travis Shade, Co-CPT	44	46	4.89	4	5	0.479	75	65	5.36	0	0	####
2.0	Troy Hickey	28	32	4.67	3	3	0.447	18	72	2.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		3.93	208	242	19	26							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Chicks	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
6.5	Bruce Lenker	24	36	4.00	1	5	0.340	41	49	4.56	2	8	2.00
6.0	Frank Moore, CPT	15	5	7.50	2	0	0.800	33	37	4.71	0	0	####
5.5	Kevin Marroquin	22	28	4.40	3	2	0.410	38	42	4.75	4	6	4.00
5.5	Fred Brodbeck	36	24	6.00	4	2	0.660	47	43	5.22	6	4	6.00
5.0	Andrew Betts	21	9	7.00	3	0	0.760	64	56	5.33	0	0	####
5.0	Sean Gallagher	17	23	4.25	2	2	0.395	61	49	5.55	0	0	####
4.5	Sam Hartley	2	8	2.00	0	1	0.170	51	49	5.10	0	0	####
4.0	Brad Saksek	42	38	5.25	4	4	0.545	55	35	6.11	0	0	####
2.0	Ashley Dellesega	19	31	3.80	1	4	0.320	37	43	4.63	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	198	202	20	20							

2 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Diamond Masters	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.0	Duck Nornhold	16	24	4.00	1	3	0.360	31	39	4.43	0	0	####
6.5	Ron Straw	35	25	5.83	4	2	0.633	45	55	4.50	0	0	####
6.5	Josh Reynolds	14	16	4.67	1	2	0.457	44	36	5.50	0	0	####
6.5	Larry Fagan	16	14	5.33	2	1	0.543	44	26	6.29	0	0	####
4.0	Clarence Marsh, CPT	36	34	5.14	4	3	0.524	55	85	3.93	0	0	####
4.0	Robert Hurt	21	19	5.25	2	2	0.535	39	41	4.88	0	0	####
3.5	Stephanie Ozimac	20	40	3.33	1	5	0.233	50	50	5.00	0	0	####
3.5	Jeremy Driver	18	22	4.50	1	3	0.430	0	0	####	0	0	####
3.0	Kerrin Lutz	15	15	5.00	2	1	0.500	52	38	5.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.94	191	209	18	22							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.0	Mike Fisher	49	31	6.13	6	2	0.703	47	43	5.22	16	14	5.33
6.5	Kevin Villarreal, Co-CPT	45	25	7.00	6	1	0.800	80	80	5.00	13	7	6.50
5.5	Tim Meise, CPT	23	17	5.75	3	1	0.605	48	42	5.33	8	2	8.00
5.5	Josh Hughes	34	26	5.67	3	3	0.607	70	50	5.83	8	2	8.00
4.0	Becky Ballent	7	13	3.50	1	1	0.320	0	0	####	0	0	####
4.0	Mike Miller	23	37	3.83	2	4	0.313	90	50	6.43	9	21	3.00
4.0	Bruce Brockman	22	18	5.50	2	2	0.570	19	31	3.80	0	0	####
3.5	Tim Meise Jr	22	18	5.50	2	2	0.570	38	42	4.75	7	13	3.50
3.0	Rick Lawson	13	27	3.25	1	3	0.255	48	52	4.80	7	3	7.00
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.78	238	212		26	19						

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	It Don't Matter	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Steve Wood	14	6	7.00	2	0	0.740	39	31	5.57	0	0	####
7.0	John Lamplugh	16	24	4.00	1	3	0.360	38	32	5.43	0	0	####
7.0	Scott Gibson, CPT	35	15	7.00	4	1	0.800	32	38	4.57	0	0	####
6.0	Brad Miller	32	28	5.33	3	3	0.553	68	42	6.18	1	9	1.00
5.0	Bill Scharff	27	13	6.75	3	1	0.745	44	46	4.89	0	0	####
4.0	Eric Snyder	15	35	3.00	1	4	0.200	66	44	6.00	7	3	7.00
4.0	John Linn	26	14	6.50	3	1	0.710	64	56	5.33	7	3	7.00
3.5	Doug Wagner	12	28	3.00	0	4	0.220	57	63	4.75	0	0	####
3.5	Tracy Klinger	29	21	5.80	3	2	0.620	47	53	4.70	0	0	####
	Open Stats	1	9		0	1							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		5.28	207	193		20	20						

								Last Session Points			Recent Postseason PPM		
HC	Misfits	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Ed Kearney	28	22	5.60	3	2	0.590	73	47	6.08	0	0	####
6.5	Stan Kovich	23	17	5.75	3	1	0.605	44	46	4.89	0	0	####
5.5	Ed Hummel	18	12	6.00	2	1	0.630	33	37	4.71	0	0	####
5.0	Anthony Cressler, CPT	45	35	5.63	6	2	0.613	68	92	4.25	0	0	####
4.5	Scott Wallace	29	41	4.14	3	4	0.354	77	63	5.50	0	0	####
3.5	Kevin Miller	27	23	5.40	3	2	0.560	44	56	4.40	0	0	####
3.0	Aaron Neely	15	25	3.75	1	3	0.325	17	43	2.83	0	0	####
3.0	Crystal Johnson	22	18	5.50	3	1	0.570	53	57	4.82	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.81	207	193		24	16						

2 Recycles Remaining

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	14	16	4.67	1	2	0.457	41	39	5.13	0	0	####
5.5	Justin Baird, CPT	37	33	5.29	3	4	0.549	63	77	4.50	0	0	####
5.5	Winston Beshore	33	27	5.50	4	2	0.580	79	71	5.27	0	0	####
5.0	Eric Van Selow	7	13	3.50	1	1	0.320	25	45	3.57	0	0	####
4.5	Bruce Wright	30	10	7.50	3	1	0.850	0	0	####	0	0	####
4.0	Tom Plasic, Co-CPT	23	37	3.83	1	5	0.313	58	62	4.83	0	0	####
3.5	David Hunter	5	15	2.50	0	2	0.200	0	0	####	0	0	####
3.5	Bo Bovidge	26	34	4.33	2	4	0.393	56	54	5.09	0	0	####
3.0	Jess Cassner	17	23	4.25	1	3	0.395	35	45	4.38	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.56	192	208			16	24					

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	16	14	5.33	2	1	0.543	57	43	5.70	15	5	7.50
6.5	James Shafer	24	26	4.80	2	3	0.470	49	51	4.90	2	8	2.00
6.0	El Voughs	32	28	5.33	3	3	0.553	44	46	4.89	15	5	7.50
5.0	Paul Ramsey	24	26	4.80	1	4	0.470	54	56	4.91	13	7	6.50
5.0	Mike Bretz	18	32	3.60	1	4	0.290	40	30	5.71	0	0	####
4.5	Del Madden, CPT	22	18	5.50	2	2	0.570	41	49	4.56	8	2	8.00
4.0	Ryan Trafecanty	30	30	5.00	3	3	0.500	45	35	5.63	10	10	5.00
3.0	Liz Christian, CO-CPT	29	31	4.83	3	3	0.473	37	53	4.11	6	4	6.00
3.0	Marcia Yost	20	30	4.00	2	3	0.350	43	27	6.14	3	7	3.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	215	235			19	26					

2 Recycles Remaining

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	28	22	5.60	4	1	0.590	83	67	5.53	6	4	6.00
5.5	Terry Ballent	21	39	3.50	2	4	0.260	26	44	3.71	2	8	2.00
5.0	Tone Brubacher	47	43	5.22	5	4	0.542	79	61	5.64	4	6	4.00
4.0	James Dagenhart	21	19	5.25	2	2	0.535	53	47	5.30	0	0	####
4.0	Nick Ellis	41	39	5.13	4	4	0.523	57	63	4.75	6	4	6.00
3.5	Duane Rider	0	0	#DIV/0!	0	0	#DIV/0!	17	13	5.67	0	0	####
3.0	Monica Reinnagel	19	31	3.80	2	3	0.320	45	45	5.00	4	6	4.00
3.0	Jacqui Hiemstra, CPT	16	14	5.33	1	2	0.543	25	45	3.57	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.44	193	207			20	20					

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, each team will receive \$45). 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 \$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 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 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. (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

Mike Bretz
Devan Retherford

Break And Funs This Session

Mike Fisher	4
Kevin Villarreal	4
Ed Kearney	3
Scott Gibson	2
Shawn Hoerner	2
Devan Retherford	2
Terry Ballent	
Mike Bretz	
Chet Denmark	
Bruce Lenker	
Pete Mavropoulos	
Bill Scharff	
James Shafer	
El Voughs	
Bruce Wright	

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

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