



9 Ball
Spring '25 (Filler)

Week 10 4/10/25

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 10 Matchups (4/10/25)
		F	A		W	L			Home Team is in CAPS
Anything	0.583	233	167	30-20	27	13	4.78	Dauphin Home Assoc	chicks
Zero Fux Given	0.543	217	183	BYE	24	16	4.38	The Dutch Club	9 ya business
9 Ya Business	0.536	241	209	27-23	25	20	4.72	Roadhouse Café	ZERO FUX GIVEN
Silent Assassins	0.520	208	192	29-21	22	18	5.06	Gilligans on Eisenhower	IT DON'T MATTER
Angies	0.508	203	197	25-25	20	20	5.11	Angies Diner	MISFITS
Rack Em Up	0.503	201	199	21-29	20	20	4.94	Angies Diner	make it weird
It Don't Matter	0.503	201	199	31-19	21	19	5.00	Marysville Moose	silent assassins
Make It Weird	0.495	198	202	20-30	20	20	4.50	The Hose	RACK EM UP
Homeless Misfits	0.462	208	242	25-25	17	28	4.56	The Verhovay	BYE
Chicks	0.443	177	223	16-34	17	23	5.17	Chicks	ANYTHING
Misfits	0.400	160	240	23-27	12	28	5.17	The Hose	angies
		2250	2250		225	225	4.85		

Top 2 Seeds will receive first round byes 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 PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Ian Michels	21	19	5.25	2	2	0.535	0	0	####	0	0
6.0	Jaafar Nabaoui	6	14	3.00	1	1	0.260	45	45	5.00	0	0
6.0	Kevin Joy	50	20	7.14	6	1	0.864	72	48	6.00	7	3
5.5	John Palmiery	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
5.5	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	16	24	4.00	0	0
5.0	Alex Knapp	23	27	###	2	3	0.440	55	55	5.00	8	2
4.5	Alfredo Cortes, CPT	35	45	###	3	5	0.388	85	55	6.07	3	7
3.5	Ron John	34	36	4.86	3	4	0.476	54	66	4.50	4	6
3.0	Steve Shipp	34	36	4.86	3	4	0.476	58	52	5.27	3	7
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.11	203	197				20	20			

2 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Chicks	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Bruce Lenker	41	29	5.86	5	2	0.646	31	39	4.43	0	0
6.5	Fred Brodbeck	35	35	5.00	4	3	0.500	55	45	5.50	0	0
6.0	Frank Moore, CPT	12	18	4.00	0	3	0.370	42	38	5.25	0	0
6.0	Kevin Marroquin	15	5	7.50	2	0	0.800	46	44	5.11	0	0
5.5	Sean Gallagher	0	0	#DIV/0!	0	0	#DIV/0!	50	40	5.56	0	0
5.0	Dave Lavendier	17	13	5.67	2	1	0.587	0	0	####	0	0
4.5	Andrew Betts	17	33	3.40	1	4	0.260	62	58	5.17	0	0
4.0	Brad Saksek	23	37	3.83	2	4	0.313	33	37	4.71	0	0
2.0	Beth Driver	15	35	3.00	1	4	0.200	33	47	4.13	0	0
	Open Stats	2	8		0	1						
	Forfeits	0	10		0	1						
	Penalty Points											
AVERAGE HC		5.17	177	223	17	23						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Homeless Misfits	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Jeff Richardson	3	7	3.00	0	1	0.280	0	0	####	0	0
6.0	Kevin Villarreal, Co-CPT	43	47	4.78	3	6	0.458	64	76	4.57	0	0
5.5	Tim Meise, CPT	30	20	6.00	4	1	0.650	30	50	3.75	0	0
5.0	Josh Hughes	40	40	5.00	3	5	0.500	70	60	5.38	0	0
4.0	Bruce Brockman	17	33	3.40	1	4	0.260	47	33	5.88	0	0
3.5	Rodney Cocker	27	33	4.50	3	3	0.420	0	0	####	0	0
3.5	Tim Meise Jr	8	12	4.00	0	2	0.380	29	21	5.80	0	0
3.0	Becky Reneker	16	24	4.00	1	3	0.360	32	48	4.00	0	0
3.0	Rick Lawson	10	10	5.00	1	1	0.500	55	35	6.11	0	0
	Open Stats	14	16		1	2						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.56	208	242	17	28						

It Don't Matter								Last Session Points			Recent Postseason Performance	
HC	It Don't Matter	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Steve Wood	19	11	6.33	3	0	0.673	0	0	####	0	0
7.0	Scott Gibson, CPT	18	32	3.60	1	4	0.290	46	34	5.75	0	0
5.5	Brad Miller	31	39	4.43	3	4	0.403	62	58	5.17	6	4
5.0	Bill Scharff	24	26	4.80	2	3	0.470	74	76	4.93	3	7
5.0	Adam Brody	33	27	5.50	4	2	0.580	0	0	####	0	0
4.5	Eric Snyder	8	12	4.00	1	1	0.380	61	29	6.78	6	4
4.0	John Linn	26	14	6.50	3	1	0.710	47	53	4.70	3	7
3.5	Tracy Klinger	11	9	5.50	1	1	0.560	51	39	5.67	0	0
3.0	Doug Wagner	21	19	5.25	2	2	0.535	34	36	4.86	0	0
	Open Stats	3	7		0	1						
	Forfeits	7	3		1	0						
	Penalty Points											
AVERAGE HC		5.00	201	199	21	19						

HC	Misfits	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	14	16	4.67	1	2	0.457	49	41	5.44	3	7
6.0	Dakota Miller	13	27	3.25	0	4	0.255	44	36	5.50	2	8
6.0	Chas Foltz	12	18	4.00	1	2	0.370	49	51	4.90	1	9
5.5	Shane Wingler, CPT	4	6	4.00	0	1	0.390	0	0	####	0	0
5.5	Anthony Cressler	24	36	4.00	3	3	0.340	63	47	5.73	7	3
4.5	Brian Minnich	25	35	4.17	2	4	0.367	55	55	5.00	0	0
4.5	Scott Wallace	38	42	4.75	4	4	0.455	51	69	4.25	9	11
4.0	Kevin Miller	10	20	3.33	0	3	0.283	38	42	4.75	10	10
3.0	Crystal Johnson	20	40	3.33	1	5	0.233	65	35	6.50	8	12
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.17	160	240	12	28						

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	25	35	4.17	2	4	0.367	41	49	4.56	0	0
6.5	Rick Boyer	26	24	5.20	2	3	0.530	53	47	5.30	0	0
6.0	Forrest Aeppli	31	19	6.20	4	1	0.680	23	37	3.83	0	0
5.0	Jim Roberts	46	14	7.67	6	0	0.927	46	74	3.83	0	0
4.5	John Hoffman	20	30	4.00	2	3	0.350	45	55	4.50	0	0
4.0	Carlos Olmeda	25	25	5.00	3	2	0.500	31	39	4.43	0	0
4.0	Ellie Heinly, Co-Cpt	21	19	5.25	2	2	0.535	32	38	4.57	0	0
3.0	Jeremy Driver	25	25	5.00	2	3	0.500	52	58	4.73	0	0
3.0	Emily Dauberman	22	18	5.50	2	2	0.570	33	47	4.13	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.72	241	209	25	20						

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
7.5	John Hedgepath	37	13	7.40	5	0	0.860	56	34	6.22	23	7
7.0	Rikki Johnson	36	24	6.00	4	2	0.660	54	26	6.75	13	7
6.0	Brian Hogentogler	21	19	5.25	2	2	0.535	36	44	4.50	0	0
5.5	Kelly Norris	14	26	3.50	1	3	0.290	41	39	5.13	6	4
4.5	Ed Croco, CPT	13	27	3.25	0	4	0.255	52	48	5.20	2	8
4.5	Jack Jimmink	25	25	5.00	3	2	0.500	46	44	5.11	3	7
4.5	Paul McMichael	22	18	5.50	2	2	0.570	70	50	5.83	11	19
3.0	Tammy Norris	18	22	4.50	2	2	0.430	24	26	4.80	0	0
2.0	Jackie Croco	15	25	3.75	1	3	0.325	35	65	3.50	21	9
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.94	201	199	20	20						

2 Recycles Remaining Zero Fux Given		Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Shawn Hoerner	35	45	4.38	3	5	0.388	82	68	5.47	13	17
5.0	Jose Soto	43	27	6.14	6	1	0.694	57	53	5.18	20	10
5.0	Tone Brubacher	28	12	7.00	4	0	0.780	33	47	4.13	13	7
4.5	James Dagenhart	31	29	5.17	3	3	0.527	61	39	6.10	12	8
4.0	Ezequiel Rodriguez	13	17	4.33	1	2	0.413	0	0	####	0	0
3.5	Nick Ellis	43	27	6.14	5	2	0.694	77	93	4.53	10	10
3.5	Monica Reinnagel	24	26	4.80	2	3	0.470	73	67	5.21	18	12
2.5	Jacqui Hiemstra,CPT	0	0	#DIV/0!	0	0	#DIV/0!	12	8	6.00	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.38	217	183	24	16						

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 a team names a "Blind" (not literal) player, the opposing team 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 regular session or in postseason. The "seeding" round is the last week of the regular 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...

Any team that forfeits an individual match will receive 0 points for that match and must pay the \$18 for that match. The \$18 includes the \$9 for the opposing team that is benefitting from the forfeit.

The team that benefits from a forfeit will receive 7 "points for" and 3 "points against" and will not have to pay for a forfeit win.

The rationale for this is that it is 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.

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	\$ 2,000
Tournament 2nd Place	\$ 1,300
Division Winner	\$ 250
Week 18 Winners (\$90 x 5)	<u>\$ 450</u>
Total Payouts	\$ 4,000

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.

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.**

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.

Break And Funs This Week

Justin Baird

Break And Funs This Session

Shawn Hoerner	2
Rikki Johnson	2
Bruce Lenker	2
Justin Baird	
Tony Balsimo	
John Hedgepath	
Dave Lavendier	
James Shafer	
Steve Wood	

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

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

