



9 Ball  
Summer Fall '23 (Filler)

Week 11 10/5/23

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 11 Opponent Home Team if in CAPS
		F	A		W	L			
Rack Em Up	<b>0.553</b>	249	201	31-19	27	18	4.9	Angies Diner	it don't matter
It Don't Matter	<b>0.551</b>	248	202	33-17	28	17	5.2	Marysville Moose	<b>RACK EM UP</b>
Rick's Rejects	<b>0.520</b>	234	216	BYE	24	21	4.6	Dauphin Home Assoc	<b>HOMELESS MISFITS</b>
Diamond Masters	<b>0.518</b>	259	241	31-19	28	22	4.9	The Pour House	<b>MISFITS</b>
Chicks	<b>0.513</b>	231	219	19-31	23	22	4.8	Chicks Tavern	silent assassins
Ball Busterz	<b>0.508</b>	254	246	30-20	26	24	4.6	<b>HoHos Billiards</b>	<b>BYE</b>
Misfits	<b>0.504</b>	227	223	24-26	25	20	4.9	The Hose	diamond masters
Silent Assassins	<b>0.491</b>	221	229	34-16	21	24	4.8	Gilligans on Eisenhowe	<b>CHICKS</b>
Homeless Misfits	<b>0.491</b>	221	229	16-34	21	24	4.8	The Verhovay	rick's rejects
Angies	<b>0.478</b>	215	235	26-24	20	25	4.2	Angies Diner	<b>9 YA BUSINESS</b>
9 Ya Business	<b>0.471</b>	212	238	17-33	20	25	5.0	HoHos Billiards	angies
The Rack Raptors	<b>0.464</b>	232	268	19-31	21	29	4.2	The Hose	<b>ZERO FUX GIVEN</b>
Zero Fux Given	<b>0.438</b>	197	253	20-30	16	29	4.2	Bressler Club	the rack raptors
		3000	3000		300	300	4.7		

The winner of the division will receive a bye in the first round of the playoffs

Team rosters in red (below) have Captains who are more than \$80 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
6.0	Pete Mavropoulos	34	26	5.67	4	2	0.607	59	71	4.54	0	0	####
5.0	Miguel Rodriguez	6	4	6.00	1	0	0.610	0	0	####	0	0	####
5.0	Kevin Joy	19	21	4.75	2	2	0.465	65	65	5.00	0	0	####
4.0	Ricky Wright	20	30	4.00	1	4	0.350	8	12	4.00	0	0	####
4.0	Alfredo Cortes, CPT	33	27	5.50	4	2	0.580	69	91	4.31	0	0	####
4.0	Larry Keefe	22	28	4.40	1	4	0.410	95	75	5.59	0	0	####
4.0	Alex Knapp	14	26	3.50	1	3	0.290	0	0	####	0	0	####
3.0	Steve Shipp	43	37	5.38	5	3	0.568	56	64	4.67	0	0	####
3.0	Kevin Beathea	20	30	4.00	1	4	0.350	34	26	5.67	0	0	####
	Open Stats	4	6		0	1							
	Forfeits												
	Penalty Points												
<b>AVERAGE HC</b>		4.2	215	235	20	25							

<b>2 Recycles Remaining</b>								Last Session Points			Recent Postseason PPM		
HC	<b>Ball Busterz</b>	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
6.0	Jake Rodriguez	14	16	4.67	1	2	0.457	0	0	####	0	0	####
6.0	Chet Denmark	38	32	5.43	5	2	0.573	34	66	3.40	0	0	####
5.5	Mace Lockard	53	37	5.89	6	3	0.669	49	81	3.77	0	0	####
5.0	Kevin Altland	39	41	4.88	4	4	0.478	47	33	5.88	0	0	####
4.5	Joe Smith	0	0	#DIV/0!	0	0	#DIV/0!	44	56	4.40	0	0	####
4.0	Will Etnoyer	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Abbie Lee, CPT	56	54	5.09	6	5	0.519	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	48	52	4.80	4	6	0.460	81	109	4.26	0	0	####
	Open Stats	6	14		0	2							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	254	246	26	24							

								Last Session Points			Recent Postseason PPM		
HC	<b>Chicks</b>	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.0	Bruce Lenker	32	38	4.57	2	5	0.427	80	80	5.00	8	12	4.00
6.0	Kevin Marroquin	22	18	5.50	3	1	0.570	69	51	5.75	21	9	7.00
5.5	Fred Brodbeck	32	28	5.33	4	2	0.553	73	77	4.87	14	16	4.67
5.5	Frank Moore, CPT	23	17	5.75	2	2	0.605	61	39	6.10	0	0	####
5.0	Andrew Betts	17	23	4.25	1	3	0.395	0	0	###	0	0	####
4.5	Sam Hartley	32	28	5.33	4	2	0.553	85	65	5.67	15	5	7.50
4.5	Sean Gallagher	42	18	7.00	5	1	0.820	47	53	4.70	14	6	7.00
3.5	Brad Saksek	23	27	4.60	2	3	0.440	60	60	5.00	9	11	4.50
2.0	Ashley Dellesega	8	22	2.67	0	3	0.197	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	231	219	23	22							

<b>3 Recycles Remaining</b>								Last Session Points			Recent Postseason PPM		
HC	<b>Diamond Masters</b>	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Duck Nornhold	18	12	6.00	2	1	0.630	44	26	6.29	0	0	####
7.0	Ron Straw	39	21	6.50	5	1	0.740	33	37	4.71	0	0	####
6.5	Josh Reynolds	32	38	4.57	4	3	0.427	65	35	6.50	0	0	####
5.5	Larry Fagan	27	23	5.40	3	2	0.560	26	44	3.71	0	0	####
5.0	Andy Ritter	23	27	4.60	2	3	0.440	39	51	4.33	0	0	####
4.0	Clarence Marsh, CPT	42	48	4.67	5	4	0.437	66	84	4.40	0	0	####
3.5	Robert Hurt	18	12	6.00	2	1	0.630	34	36	4.86	0	0	####
3.0	Stephanie Ozimac	20	20	5.00	2	2	0.500	71	69	5.07	0	0	####
2.5	Kerrin Lutz	40	40	5.00	3	5	0.500	59	81	4.21	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	259	241	28	22							



2 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	9 Ya Business	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.5	Rick Boyer	24	36	4.00	2	4	0.340	69	71	4.93	0	0	####
6.5	Jenn Kelly	25	25	5.00	3	2	0.500	58	42	5.80	6	4	6.00
5.5	Forrest Aeppli, CPT	25	35	4.17	2	4	0.367	57	43	5.70	10	10	5.00
5.5	Justin Becker	0	0	#DIV/0!	0	0	#DIV/0!	39	31	5.57	0	0	####
4.5	Jim Roberts	21	29	4.20	2	3	0.380	86	84	5.06	4	16	2.00
4.5	Carlos Olmeda	20	30	4.00	1	4	0.350	44	26	6.29	10	10	5.00
4.5	John Hoffman	40	30	5.71	5	2	0.621	0	0	####	0	0	####
4.0	Dan Benson	35	25	5.83	4	2	0.633	65	85	4.33	8	2	8.00
3.5	Ellie Heinly, Co-Cpt	22	28	4.40	1	4	0.410	99	81	5.50	8	2	8.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	212	238	20	25							

								Last Session Points			Recent Postseason PPM		
HC	Rack Em Up	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	L	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.0	John Hedgepath	28	22	5.60	4	1	0.590	0	0	####	0	0	####
6.5	Rikki Johnson	43	27	6.14	4	3	0.694	85	65	5.67	0	0	####
6.0	Kelly Norris	25	25	5.00	2	3	0.500	53	47	5.30	0	0	####
5.5	Brian Hogentogler	33	27	5.50	3	3	0.580	45	75	3.75	0	0	####
5.0	Brian Minnich	30	30	5.00	3	3	0.500	81	79	5.06	0	0	####
4.0	Ed Croco, CPT	27	23	5.40	3	2	0.560	54	56	4.91	0	0	####
4.0	Mike Minahan	14	16	4.67	2	1	0.457	45	35	5.63	0	0	####
3.0	Jackie Croco	22	18	5.50	3	1	0.570	66	44	6.00	0	0	####
3.0	Tammy Norris	27	13	6.75	3	1	0.745	43	47	4.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	249	201	27	18							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	The Rack Raptors	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.5	Devan Retherford	44	56	4.40	5	5	0.380	81	69	5.40	0	0	####
5.5	Austin Cronauer	12	8	6.00	1	1	0.620	46	44	5.11	0	0	####
4.5	Mike Canoy	42	28	6.00	4	3	0.670	52	58	4.73	0	0	####
4.0	Jen Mallon, CPT	24	36	4.00	2	4	0.340	79	71	5.27	0	0	####
3.5	Betsy Goodman	20	40	3.33	0	6	0.233	60	80	4.29	0	0	####
3.5	Scott Hunt	26	34	4.33	3	3	0.393	0	0	####	0	0	####
3.5	Pete Papadopoulos	25	25	5.00	2	3	0.500	63	57	5.25	0	0	####
3.5	Piper Hunt	23	27	4.60	2	3	0.440	0	0	####	0	0	####
3.0	Bob Cohan	16	14	5.33	2	1	0.543	28	42	4.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	232	268	21	29							

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
7.0	Steve Weaver	45	35	5.63	4	4	0.613	35	35	5.00	0	0	####
6.0	Justin Baird	33	27	5.50	4	2	0.580	67	43	6.09	0	0	####
5.0	Winston Beshore	42	38	5.25	5	3	0.545	65	65	5.00	0	0	####
4.5	Eric Van Selow	43	37	5.38	4	4	0.568	45	35	5.63	0	0	####
3.5	Tracy Klinger, CPT	19	31	3.80	1	4	0.320	52	68	4.33	0	0	####
3.5	Bo Bovidge	30	30	5.00	3	3	0.500	63	47	5.73	0	0	####
3.0	Jess Cassner	22	18	5.50	3	1	0.570	21	39	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	234	216	24	21							

2 Recycles Remaining		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	18	22	4.50	2	2	0.430	40	30	5.71	0	0	####		
6.0	James Shafer	26	44	3.71	1	6	0.281	63	57	5.25	0	0	####		
5.5	Sean Grissinger	26	24	5.20	3	2	0.530	51	49	5.10	6	4	6.00		
5.0	Mike Bretz	9	21	3.00	0	3	0.240	48	32	6.00	3	7	3.00		
5.0	El Voughs	26	14	6.50	3	1	0.710	0	0	####	0	0	####		
5.0	Paul Ramsey	31	29	5.17	3	3	0.527	59	51	5.36	0	0	####		
4.5	Del Madden, CPT	23	17	5.75	3	1	0.605	41	59	4.10	0	0	####		
3.5	Liz Christian, CO-CPT	47	33	5.88	5	3	0.658	45	55	4.50	0	0	####		
2.5	Emily Dauberman	15	25	3.75	1	3	0.325	54	56	4.91	2	8	2.00		
	Open Stats														
	Forfeits														
	Penalty Points														
AVERAGE HC		4.8	221	229	21	24									

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
5.5	Chuck Miller	23	17	5.75	3	1	0.605	43	37	5.38	8	2	8.00
5.5	Terry Ballent	8	22	2.67	0	3	0.197	0	0	####	0	0	####
5.0	Tone Brubacher	35	55	3.89	2	7	0.289	90	50	6.43	4	6	4.00
4.0	Nick Ellis	40	40	5.00	4	4	0.500	75	65	5.36	0	0	####
4.0	James Dagenhart	35	45	4.38	2	6	0.388	43	57	4.30	0	0	####
3.5	Monica Reinengal	15	25	3.75	1	3	0.325	53	47	5.30	0	0	####
3.0	Duane Rider	21	29	4.20	2	3	0.380	56	54	5.09	0	0	####
3.0	Jacqui Hiemstra, CPT	17	13	5.67	2	1	0.587	33	47	4.13	2	8	2.00
	Open Stats	3	7		0	1							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	197	253	16	29							

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.

**\*\*\*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 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***

Steve Wood

### ***Break And Funs This Session***

Josh Reynolds	2
Steve Wood	2
Forrest Aeppli	
Rick Boyer	
Tone Brubacher	
Scott Gibson	
Brian Hogentogler	
Robert Hurt	
Rikki Johnson	
Ed Kearney	
Stan Kovich	
Joe Lahr	
Pete Mavropoulos	
Brad Miller	
Ron Straw	
Kevin Villarreal	
El Voughs	
Steve Weaver	



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

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