



9 Ball
Winter '23 (Filler)

Week 12 2/29/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 12 Matchups Home Team is in CAPS
		F	A		W	L			
9 Ya Business	0.546	273	227	25-25	32	18	4.8	HoHos Billiards	MAKE IT WEIRD
Homeless Misfits	0.536	295	255	15-35	30	25	4.8	The Verhovay	BYE
It Don't Matter	0.522	261	239	23-27	26	24	5.4	Marysville Moose	angies
Zero Fux Given	0.516	258	242	24-26	28	22	4.6	Bressler Club	diamond masters
Silent Assassins	0.516	258	242	35-15	28	22	4.8	Gilligans on Eisenhowe	CHICKS
Diamond Masters	0.504	252	248	33-17	25	25	5.1	The Pour House	ZERO FUX GIVEN
Make It Weird	0.498	274	276	17-33	27	28	4.2	The Hose	9 ya business
Angies	0.494	247	253	33-17	24	26	4.1	Angies Diner	IT DON'T MATTER
Rack Em Up	0.490	245	255	25-25	25	25	4.7	Angies Diner	rick's rejects
Rick's Rejects	0.482	241	259	BYE	22	28	4.4	Dauphin Home Assoc	RACK EM UP
Chicks	0.480	240	260	27-23	24	26	4.8	Chicks Tavern	silent assassins
Misfits	0.472	236	264	26-24	21	29	4.9	The Hose	BALL BUSTERZ
Ball Busterz	0.434	217	283	17-33	18	32	4.2	HoHos Billiards	misfits
		3300	3300		330	330	4.7		

Division winner will receive a first round bye in 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

3 Recycles Remaining		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
HC	Angies												
6.0	Pete Mavropoulos	48	42	5.33	5	4	0.563	45	35	5.63	0	0	####
4.5	Kevin Joy	24	26	4.80	2	3	0.470	42	48	4.67	0	0	####
4.5	Miguel Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	28	32	4.67	0	0	####
4.5	Alfredo Cortes, CPT	61	49	5.55	7	4	0.615	63	57	5.25	0	0	####
4.0	Larry Keefe	45	45	5.00	4	5	0.500	41	59	4.10	0	0	####
4.0	Alex Knapp	27	33	4.50	2	4	0.420	40	50	4.44	0	0	####
3.5	Johnath Giles	1	9	1.00	0	1	0.060	0	0	####	0	0	####
3.0	Steve Shipp	30	30	5.00	3	3	0.500	52	48	5.20	0	0	####
3.0	Kevin Bethea	11	19	3.67	1	2	0.327	35	35	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.1	247	253				24	26				

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							
6.0	Jake Rodriguez	28	32	4.67	2	4	0.447	49	51	4.90	0	0	####
5.5	Mace Lockard	22	28	4.40	2	3	0.410	75	65	5.36	0	0	####
5.0	Kevin Altland	6	14	3.00	0	2	0.260	45	45	5.00	0	0	####
4.0	Will Etnoyer	4	6	4.00	0	1	0.390	30	30	5.00	0	0	####
4.0	Fallon Peters	56	54	5.09	7	4	0.519	0	0	####	0	0	####
3.5	Abbie Lee, CPT	39	51	4.33	3	6	0.373	84	96	4.67	0	0	####
3.5	Travis Shade, Co-CPT	52	48	5.20	4	6	0.540	87	83	5.12	0	0	####
2.0	Troy Hickey	10	50	1.67	0	6	(0.033)	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	217	283	18	32							

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							
7.0	Bruce Lenker	31	39	4.43	3	4	0.403	65	55	5.42	9	11	4.50
6.0	Frank Moore, CPT	16	24	4.00	2	2	0.360	31	19	6.20	0	0	####
5.5	Kevin Marroquin	29	31	4.83	3	3	0.473	44	46	4.89	1	9	1.00
5.5	Fred Brodbeck	20	20	5.00	2	2	0.500	56	54	5.09	4	6	4.00
4.5	Andrew Betts	24	36	4.00	2	4	0.340	34	36	4.86	0	0	####
4.5	Sam Hartley	31	29	5.17	3	3	0.527	45	45	5.00	11	9	5.50
4.5	Sean Gallagher	41	39	5.13	4	4	0.523	66	44	6.00	2	8	2.00
4.0	Brad Saksek	22	18	5.50	2	2	0.570	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	19	21	4.75	2	2	0.465	23	47	3.29	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.8	240	260	24	26							

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							
7.5	Duck Nornhold	12	18	4.00	1	2	0.370	39	31	5.57	12	8	6.00
6.5	Ron Straw	29	31	4.83	3	3	0.473	44	36	5.50	0	0	####
6.5	Josh Reynolds	18	12	6.00	2	1	0.630	32	38	4.57	0	0	####
6.0	Larry Fagan	37	23	6.17	3	3	0.687	46	44	5.11	7	13	3.50
5.0	Andy Ritter	41	39	5.13	5	3	0.523	38	52	4.22	0	0	####
4.5	Clarence Marsh, CPT	46	54	4.60	4	6	0.420	91	79	5.35	5	15	2.50
4.0	Robert Hurt	25	25	5.00	3	2	0.500	44	36	5.50	11	9	5.50
3.5	Stephanie Ozimac	35	35	5.00	3	4	0.500	60	40	6.00	11	9	5.50
2.5	Kerrin Lutz	9	11	4.50	1	1	0.440	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	252	248	25	25							

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	35	25	5.83	4	2	0.633	0	0	####	0	0	####
6.0	Kevin Villarreal, Co-CPT	57	53	5.18	5	6	0.538	65	75	4.64	0	0	####
5.5	Tim Meise, CPT	30	30	5.00	3	3	0.500	38	42	4.75	0	0	####
5.0	Josh Hughes	45	35	5.63	5	3	0.613	53	57	4.82	0	0	####
4.5	Joe Lahr	8	12	4.00	1	1	0.380	47	53	4.70	0	0	####
4.0	Mike Miller	56	34	6.22	6	3	0.732	41	49	4.56	0	0	####
3.5	Tim Meise Jr	25	25	5.00	2	3	0.500	41	39	5.13	0	0	####
3.0	Rick Lawson	39	41	4.88	4	4	0.478	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	295	255			30	25					

2 Recycles Remaining		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	John Lamplugh	19	11	6.33	3	0	0.673	37	33	5.29	6	4	6.00
		7.0	Steve Wood	16	24	4.00	1	3	0.360	40	30	5.71	6	14	3.00
		6.5	Scott Gibson, CPT	18	22	4.50	2	2	0.430	53	37	5.89	8	12	4.00
		6.0	Brad Miller	53	37	5.89	5	4	0.669	66	44	6.00	15	5	7.50
		5.0	Bill Scharff	20	30	4.00	2	3	0.350	56	44	5.60	9	1	9.00
		4.5	Tobe Toberman	27	33	4.50	2	4	0.420	39	51	4.33	6	4	6.00
		4.0	Eric Snyder	29	21	5.80	3	2	0.620	40	30	5.71	1	9	1.00
		4.0	Doug Wagner	41	29	5.86	4	3	0.646	34	46	4.25	24	6	8.00
		4.0	John Linn	38	32	5.43	4	3	0.573	44	66	4.00	14	6	7.00
			Open Stats												
			Forfeits	0	0		0	0							
			Penalty Points												
AVERAGE HC		5.4	261	239			26	24							

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	48	22	6.86	5	2	0.816	74	56	5.69	15	5	7.50
6.5	Stan Kovich	24	36	4.00	2	4	0.340	52	38	5.78	9	1	9.00
5.5	Ed Hummel	16	14	5.33	2	1	0.543	55	55	5.00	0	0	####
5.0	Anthony Cressler, CPT	36	54	4.00	3	6	0.310	88	82	5.18	9	11	4.50
4.0	Kevin Miller	26	34	4.33	2	4	0.393	0	0	####	0	0	####
4.0	Scott Wallace	46	44	5.11	4	5	0.521	50	50	5.00	10	10	5.00
3.5	Aaron Neely	14	26	3.50	0	4	0.290	45	55	4.50	4	6	4.00
3.0	Crystal Johnson	26	34	4.33	3	3	0.393	72	68	5.14	5	15	2.50
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	236	264			21	29					

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
7.0	Steve Weaver	24	16	6.00	2	2	0.640	54	56	4.91	0	0	####
5.5	Justin Baird	36	54	4.00	3	6	0.310	59	51	5.36	0	0	####
5.5	Winston Beshore	50	40	5.56	4	5	0.606	75	75	5.00	0	0	####
5.0	Eric Van Selow	18	32	3.60	1	4	0.290	87	73	5.44	0	0	####
4.0	Tom Plasic	28	32	4.67	3	3	0.447	0	0	####	0	0	####
3.5	Bo Bovidge	36	34	5.14	4	3	0.524	52	58	4.73	0	0	####
3.0	Tracy Klinger, CPT	20	20	5.00	2	2	0.500	31	49	3.88	0	0	####
3.0	Jess Cassner	29	31	4.83	3	3	0.473	59	61	4.92	0	0	####
3.0	Natalie Cassner	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	241	259	22	28							

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	29	21	5.80	3	2	0.620	36	34	5.14	0	0	####
6.5	James Shafer	37	33	5.29	4	3	0.549	55	65	4.58	0	0	####
6.0	El Voughs	41	29	5.86	6	1	0.646	52	38	5.78	0	0	####
5.0	Mike Bretz	19	11	6.33	2	1	0.673	30	50	3.75	0	0	####
4.5	Paul Ramsey	30	40	4.29	3	4	0.379	39	41	4.88	0	0	####
4.5	Del Madden, CPT	18	32	3.60	1	4	0.290	39	41	4.88	0	0	####
4.0	Ryan Trafecanty	26	14	6.50	3	1	0.710	0	0	####	0	0	####
3.0	Liz Christian, CO-CPT	27	43	3.86	2	5	0.306	63	57	5.25	0	0	####
3.0	Marcia Yost	31	19	6.20	4	1	0.680	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	258	242	28	22							

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	59	41	5.90	9	1	0.680	0	0	####	0	0	####
6.0	Terry Ballent	16	24	4.00	1	3	0.360	74	76	4.93	0	0	####
6.0	Chuck Miller	19	11	6.33	3	0	0.673	41	29	5.86	0	0	####
4.5	Tone Brubacher	42	38	5.25	4	4	0.545	48	72	4.00	0	0	####
4.0	James Dagenhart	30	20	6.00	4	1	0.650	43	67	3.91	0	0	####
3.5	Nick Ellis	37	43	4.63	3	5	0.433	54	86	3.86	0	0	####
3.5	Monica Reinnagel	31	39	4.43	2	5	0.403	34	46	4.25	0	0	####
3.5	Duane Rider	17	13	5.67	2	1	0.587	38	32	5.43	0	0	####
3.0	Jacqui Hiemstra, CPT	7	13	3.50	0	2	0.320	38	32	5.43	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.6	258	242	28	22							

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

Projected Payouts

Tournament Champions	\$ 2,220
Tournament 2nd Place	\$ 1,120
Division Winner	\$ 180
Week 18 Winners (\$80 x 6)	\$ 480
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 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

Bill Scharff

Break And Funs This Session

Shawn Hoerner	4
Jenn Kelly	3
John Hedgepath	2
El Voughs	2
Steve Weaver	2
Blaize Bowman	
Kevin Bryner	
Mike Canoy	
Liz Christian	
Larry Fagan	
Brian Hogentogler	
Ed Kearney	
Kevin Marroquin	
Tim Meise	
Frank Moore	
Duck Nornhold	
Devan Retherford	
Jake Rodriguez	
Bill Scharff	
Kevin Villarreal	

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.....

(Average PPM+ ((Points For - 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

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