

**DUES ARE NOW \$9**



9 Ball  
Spring - Summer '24 (Filler)

Week 12 7/18/24

	Win %	Points		Last	Match	AVG	Home Location	Week 12 Matchups (7/18/24)			
		F	A	Week	W			L	HC	Home Team is in <b>CAPS</b>	
Angies	<b>0.540</b>	270	230	18-32	28.5	21.5	4.38	Angies Diner	<b>IT DON'T MATTER</b>		
Rack Em Up	<b>0.528</b>	264	236	23-27	30	20	<b>5.06</b>	Angies Diner	diamond masters		
Homeless Misfits	<b>0.527</b>	290	260	28-22	31	24	<b>4.78</b>	The Verhovay	<b>BYE</b>		
Make It Weird	<b>0.508</b>	254	246	BYE	26	24	4.56	The Hose	silent assassins		
9 Ya Business	<b>0.504</b>	252	248	35-15	24	26	<b>4.94</b>	HoHos Billiards	<b>BALL BUSTERZ</b>		
Misfits	<b>0.502</b>	251	249	26-24	28	22	<b>4.81</b>	The Hose	<b>ZERO FUX GIVEN</b>		
Chicks	<b>0.498</b>	249	251	24-26	25	25	<b>4.94</b>	Chicks Tavern	rick's rejects		
It Don't Matter	<b>0.494</b>	247	253	22-28	24	26	<b>5.28</b>	Marysville Moose	angies		
Rick's Rejects	<b>0.492</b>	246	254	24-26	22	28	4.50	Dauphin Home Assoc	<b>CHICKS</b>		
Diamond Masters	<b>0.486</b>	243	257	32-18	23.5	26.5	<b>4.94</b>	The Pour House	<b>RACK EM UP</b>		
Ball Busterz	<b>0.478</b>	239	261	31-19	23	27	4.00	HoHos Billiards	9 ya business		
Zero Fux Given	<b>0.470</b>	235	265	15-35	23	27	4.31	Bressler Club	misfits		
Silent Assassins	<b>0.467</b>	257	293	19-31	22	33	<b>4.83</b>	Gilligans on Eisenhowe	<b>MAKE IT WEIRD</b>		
		3300	3300		330	330	4.72				

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**

2 Recycles Remaining		Points		Average	Match	MVP	Last Session			Recent Postseason			
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
HC	Angies												
6.0	Pete Mavropoulos	16	14	5.33	1	2	0.543	52	58	4.73	4	6	4.00
5.0	*Kevin Joy	30	30	5.00	3.5	2.5	0.500	58	62	4.83	0	0	####
4.5	Alfredo Cortes, CPT	59	51	5.36	6	5	0.576	91	79	5.35	3	7	3.00
4.5	Alex Knapp	29	21	5.80	3	2	0.620	59	51	5.36	3	7	3.00
4.5	Larry Keefe	41	29	5.86	6	1	0.646	79	71	5.27	0	0	####
4.0	Ron John	35	35	5.00	4	3	0.500	35	35	5.00	0	0	####
3.5	Steve Shipp	40	30	5.71	4	3	0.621	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												
<b>AVERAGE HC</b>		4.38	270	230			28.5	21.5					

\* Kevin had a match that was scored 5-5 because the incorrect race was played. Each player received a half win and .5 losses.

2 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	61	49	5.55	7	4	0.615	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	####
4.0	Zach Anthony	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Abbie Lee, CPT	39	41	4.88	4	4	0.478	49	61	4.45	0	0	####
3.5	Travis Shade, Co-CPT	51	49	5.10	5	5	0.520	75	65	5.36	0	0	####
2.0	TJ Hickey	30	40	4.29	3	4	0.379	18	72	2.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.00	239	261	23	27							

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	37	43	4.63	3	5	0.433	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	####
6.0	Fred Brodbeck	43	27	6.14	5	2	0.694	47	43	5.22	6	4	6.00
5.5	Kevin Marroquin	29	31	4.83	4	2	0.473	38	42	4.75	4	6	4.00
5.0	Andrew Betts	32	18	6.40	4	1	0.710	64	56	5.33	0	0	####
5.0	Sean Gallagher	20	30	4.00	2	3	0.350	61	49	5.55	0	0	####
4.5	Sam Hartley	5	15	2.50	0	2	0.200	51	49	5.10	0	0	####
4.0	Brad Saksek	46	44	5.11	4	5	0.521	55	35	6.11	0	0	####
2.0	Ashley Dellesega	22	38	3.67	1	5	0.287	37	43	4.63	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.94	249	251	25	25							

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	24	26	4.80	2	3	0.470	31	39	4.43	0	0	####
6.5	Ron Straw	38	32	5.43	4	3	0.573	45	55	4.50	0	0	####
6.5	Josh Reynolds	18	22	4.50	1	3	0.430	44	36	5.50	0	0	####
6.5	*Larry Fagan	21	19	5.25	2.5	1.5	0.535	44	26	6.29	0	0	####
4.0	Clarence Marsh, CPT	46	44	5.11	5	4	0.521	55	85	3.93	0	0	####
4.0	Robert Hurt	25	25	5.00	2	3	0.500	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	30	30	5.00	3	3	0.500	0	0	####	0	0	####
3.0	Kerrin Lutz	21	19	5.25	3	1	0.535	52	38	5.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.94	243	257	23.5	26.5							

\* Larry had a match that was scored 5-5 because the incorrect race was played. Each player received a half win and .5 losses.

<b>2 Recycles Remaining</b>								Last Session			Recent		
<b>Homeless Misfits</b>		Points		Average	Match		MVP	Points			PPM		
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.0	Mike Fisher	55	45	5.50	6	4	0.600	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	51	39	5.67	5	4	0.627	70	50	5.83	8	2	8.00
4.0	Becky Ballent	18	22	4.50	2	2	0.430	0	0	####	0	0	####
4.0	Mike Miller	29	41	4.14	3	4	0.354	90	50	6.43	9	21	3.00
4.0	Bruce Brockman	26	24	5.20	2	3	0.530	19	31	3.80	0	0	####
3.5	Tim Meise Jr	30	20	6.00	3	2	0.650	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												
<b>AVERAGE HC</b>		<b>4.78</b>	290	260		31	24						

<b>3 Recycles Remaining</b>								Last Session			Recent		
<b>It Don't Matter</b>		Points		Average	Match		MVP	Points			PPM		
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.5	Steve Wood	20	10	6.67	3	0	0.717	39	31	5.57	0	0	####
7.0	John Lamplugh	17	33	3.40	1	4	0.260	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	35	35	5.00	3	4	0.500	68	42	6.18	1	9	1.00
5.5	Bill Scharff	40	20	6.67	5	1	0.767	44	46	4.89	0	0	####
4.0	Eric Snyder	25	45	3.57	2	5	0.257	66	44	6.00	7	3	7.00
4.0	John Linn	29	21	5.80	3	2	0.620	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	####
3.0	Tracy Klinger	33	37	4.71	3	4	0.451	47	53	4.70	0	0	####
	Open Stats	1	9		0	1							
	Forfeits	0	0		0	0							
	Penalty Points												
<b>AVERAGE HC</b>		<b>5.28</b>	247	253		24	26						

<b>Misfits</b>								Last Session			Recent		
HC		Points		Average	Match		MVP	Points			PPM		
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.5	Ed Kearney	39	31	5.57	4	3	0.597	73	47	6.08	0	0	####
6.5	Stan Kovich	26	24	5.20	3	2	0.530	44	46	4.89	0	0	####
5.5	Ed Hummel	21	19	5.25	2	2	0.535	33	37	4.71	0	0	####
5.0	Anthony Cressler, CPT	48	42	5.33	6	3	0.563	68	92	4.25	0	0	####
4.5	Scott Wallace	35	45	4.38	4	4	0.388	77	63	5.50	0	0	####
3.5	Kevin Miller	38	32	5.43	4	3	0.573	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	29	31	4.83	4	2	0.473	53	57	4.82	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
<b>AVERAGE HC</b>		<b>4.81</b>	251	249		28	22						



**1 Recycle Remaining**

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
<b>Rick's Rejects</b>													
6.5	Steve Weaver	14	16	4.67	1	2	0.457	41	39	5.13	0	0	####
5.5	Justin Baird, CPT	51	39	5.67	5	4	0.627	63	77	4.50	0	0	####
5.5	Winston Beshore	49	41	5.44	6	3	0.584	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	34	16	6.80	3	2	0.770	0	0	####	0	0	####
4.0	Tom Plasic, Co-CPT	32	48	4.00	2	6	0.320	58	62	4.83	0	0	####
3.5	David Hunter	5	15	2.50	0	2	0.200	0	0	####	0	0	####
3.0	Bo Bovidge	30	40	4.29	2	5	0.379	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	7	3		1	0							
	Penalty Points												
<b>AVERAGE HC</b>		4.50	246	254	22	28							

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
<b>Silent Assassins</b>													
7.0	Kevin Bryner	19	21	4.75	2	2	0.465	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	34	36	4.86	3	4	0.476	44	46	4.89	15	5	7.50
5.0	Paul Ramsey	31	29	5.17	2	4	0.527	54	56	4.91	13	7	6.50
4.5	Mike Bretz	20	40	3.33	1	5	0.233	40	30	5.71	0	0	####
4.5	Del Madden, CPT	30	30	5.00	2	4	0.500	41	49	4.56	8	2	8.00
4.0	Ryan Trafecanty	39	41	4.88	4	4	0.478	45	35	5.63	10	10	5.00
3.0	Liz Christian, CO-CPT	37	33	5.29	4	3	0.549	37	53	4.11	6	4	6.00
3.0	Marcia Yost	23	37	3.83	2	4	0.313	43	27	6.14	3	7	3.00
	Open Stats												
	Forfeits												
	Penalty Points												
<b>AVERAGE HC</b>		4.83	257	293	22	33							

**2 Recycles Remaining**

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
<b>Zero Fux Given</b>													
7.5	Shawn Hoerner	32	28	5.33	4	2	0.553	83	67	5.53	6	4	6.00
5.0	Terry Ballent	27	53	3.38	2	6	0.208	26	44	3.71	2	8	2.00
5.0	Tone Brubacher	54	46	5.40	6	4	0.580	79	61	5.64	4	6	4.00
4.0	James Dagenhart	29	31	4.83	2	4	0.473	53	47	5.30	0	0	####
4.0	Nick Ellis	47	43	5.22	5	4	0.542	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 Reinngel	28	42	4.00	3	4	0.330	45	45	5.00	4	6	4.00
2.5	Jacqui Hiemstra, CPT	18	22	4.50	1	3	0.430	25	45	3.57	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
<b>AVERAGE HC</b>		4.31	235	265	23	27							

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	<b>\$ 2,600</b>
Tournament 2nd Place	<b>\$ 1,600</b>
Division Winner	<b>\$ 260</b>
Week 18 Winners (\$90 x 6)	<b>\$ 540</b>
Total Payouts	<b>\$ 5,000</b>

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***

#### ***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	
Mike Canoy	
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

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