



9 Ball
Summer Fall '23 (Filler)

Week 13 10/19/23

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 13 Opponent
		F	A		W	L			Home Team if in CAPS
It Don't Matter	0.556	306	244	25-25	34	21	5.2	Marysville Moose	BALL BUSTERZ
Rack Em Up	0.531	292	258	26-24	31	24	4.9	Angies Diner	chicks
Rick's Rejects	0.522	287	263	26-24	29	26	4.7	Dauphin Home Assoc	angies
Chicks	0.518	285	265	24-26	28	27	4.8	Chicks Tavern	RACK EM UP
Misfits	0.513	282	268	26-24	30	25	5.0	The Hose	9 YA BUSINESS
Diamond Masters	0.508	305	295	25-25	32	28	4.9	The Pour House	BYE
Ball Busterz	0.505	278	272	24-26	28	27	4.6	HoHos Billiards	it don't matter
Homeless Misfits	0.491	270	280	26-24	27	28	4.8	The Verhovay	THE RACK RAPTORS
9 Ya Business	0.487	268	282	25-25	27	28	5.0	HoHos Billiards	misfits
Silent Assassins	0.482	265	285	24-26	26	29	4.9	Gilligans on Eisenhowe	ZERO FUX GIVEN
Angies	0.469	258	292	24-26	23	32	4.2	Angies Diner	RICK'S REJECTS
The Rack Raptors	0.460	253	297	BYE	23	32	4.1	The Hose	homeless misfits
Zero Fux Given	0.451	248	302	22-28	22	33	4.2	Bressler Club	silent assassins
		3600	3600		360	360	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

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	43	27	6.14	5	2	0.694	59	71	4.54	0	0	####	
5.0	Miguel Rodriguez	8	12	4.00	1	1	0.380	0	0	####	0	0	####	
5.0	Kevin Joy	26	34	4.33	2	4	0.393	65	65	5.00	0	0	####	
4.0	Ricky Wright	23	37	3.83	1	5	0.313	8	12	4.00	0	0	####	
4.0	Alfredo Cortes, CPT	35	35	5.00	4	3	0.500	69	91	4.31	0	0	####	
4.0	Larry Keefe	24	36	4.00	1	5	0.340	95	75	5.59	0	0	####	
4.0	Alex Knapp	26	34	4.33	2	4	0.393	0	0	####	0	0	####	
3.0	Steve Shipp	49	41	5.44	6	3	0.584	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													
AVERAGE HC		4.2	258	292		23	32							

2 Recycles Remaining

HC Ball Busterz		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Jake Rodriguez	17	23	4.25	1	3	0.395	0	0	####	0	0	####
6.0	Chet Denmark	41	39	5.13	5	3	0.523	34	66	3.40	0	0	####
5.5	Mace Lockard	57	43	5.70	6	4	0.640	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	####
4.0	Abbie Lee, CPT	64	56	5.33	7	5	0.573	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	54	56	4.91	5	6	0.481	81	109	4.26	0	0	####
	Open Stats	6	14		0	2							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	278	272	28	27							

HC Chicks		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Bruce Lenker	36	44	4.50	2	6	0.410	80	80	5.00	8	12	4.00
6.0	Frank Moore, CPT	31	19	6.20	3	2	0.680	61	39	6.10	0	0	####
5.5	Kevin Marroquin	30	30	5.00	3	3	0.500	69	51	5.75	21	9	7.00
5.5	Fred Brodbeck	36	34	5.14	4	3	0.524	73	77	4.87	14	16	4.67
5.0	Andrew Betts	24	26	4.80	2	3	0.470	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	49	21	7.00	6	1	0.840	47	53	4.70	14	6	7.00
3.5	Brad Saksek	30	30	5.00	3	3	0.500	60	60	5.00	9	11	4.50
2.0	Ashley Dellesega	17	33	3.40	1	4	0.260	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	285	265	28	27							

HC Diamond Masters		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Duck Nornhold	25	25	5.00	2	3	0.500	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	33	37	4.71	3	4	0.451	26	44	3.71	0	0	####
5.0	Andy Ritter	24	36	4.00	2	4	0.340	39	51	4.33	0	0	####
4.0	Clarence Marsh, CPT	56	54	5.09	7	4	0.519	66	84	4.40	0	0	####
3.5	Robert Hurt	25	15	6.25	3	1	0.675	34	36	4.86	0	0	####
3.0	Stephanie Ozimac	31	29	5.17	3	3	0.527	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	305	295	32	28							

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	31	39	4.43	3	4	0.403	69	71	4.93	0	0	####
6.5	Jenn Kelly	31	29	5.17	4	2	0.527	58	42	5.80	6	4	6.00
5.5	Forrest Aeppli, CPT	32	38	4.57	3	4	0.427	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	32	38	4.57	3	4	0.427	86	84	5.06	4	16	2.00
4.5	Carlos Olmeda	26	34	4.33	2	4	0.393	44	26	6.29	10	10	5.00
4.5	John Hoffman	43	37	5.38	5	3	0.568	0	0	####	0	0	####
4.5	Dan Benson	49	31	6.13	6	2	0.703	65	85	4.33	8	2	8.00
3.0	Ellie Heinly, Co-Cpt	24	36	4.00	1	5	0.340	99	81	5.50	8	2	8.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	268	282	27	28							

2 Recycles Remaining								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
7.5	John Hedgepath	35	25	5.83	5	1	0.633	0	0	####	0	0	####
6.5	Rikki Johnson	47	33	5.88	4	4	0.658	85	65	5.67	0	0	####
6.0	Kelly Norris	26	34	4.33	2	4	0.393	53	47	5.30	0	0	####
5.5	Brian Hogentogler	40	30	5.71	4	3	0.621	45	75	3.75	0	0	####
5.0	Brian Minnich	36	34	5.14	4	3	0.524	81	79	5.06	0	0	####
4.0	Ed Croco, CPT	28	32	4.67	3	3	0.447	54	56	4.91	0	0	####
4.0	Mike Minahan	24	26	4.80	3	2	0.470	45	35	5.63	0	0	####
3.0	Jackie Croco	25	25	5.00	3	2	0.500	66	44	6.00	0	0	####
3.0	Tammy Norris	31	19	6.20	3	2	0.680	43	47	4.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	292	258	31	24							

2 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	22	18	5.50	2	2	0.570	46	44	5.11	0	0	####
4.5	Mike Canoy	49	31	6.13	5	3	0.703	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	Piper Hunt	23	27	4.60	2	3	0.440	0	0	####	0	0	####
3.5	Pete Papadopoulos	25	25	5.00	2	3	0.500	63	57	5.25	0	0	####
3.0	Scott Hunt	29	41	4.14	3	4	0.354	0	0	####	0	0	####
3.0	Bob Cohan	17	23	4.25	2	2	0.395	28	42	4.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.1	253	297	23	32							

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
6.0	Justin Baird	37	33	5.29	4	3	0.549	67	43	6.09	0	0	####
5.5	Winston Beshore	58	42	5.80	7	3	0.660	65	65	5.00	0	0	####
5.0	Eric Van Selow	57	43	5.70	6	4	0.640	45	35	5.63	0	0	####
3.5	Bo Bovidge	37	43	4.63	3	5	0.433	63	47	5.73	0	0	####
3.0	Tracy Klinger, CPT	21	39	3.50	1	5	0.260	52	68	4.33	0	0	####
3.0	Jess Cassner	32	28	5.33	4	2	0.553	21	39	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	287	263	29	26							

HC	2 Recycles Remaining 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
6.0	James Shafer	28	52	3.50	1	7	0.230	63	57	5.25	0	0	####
5.5	Sean Grissinger	36	34	5.14	4	3	0.524	51	49	5.10	6	4	6.00
5.5	El Voughs	38	22	6.33	5	1	0.713	0	0	####	0	0	####
5.0	Mike Bretz	17	33	3.40	1	4	0.260	48	32	6.00	3	7	3.00
5.0	Paul Ramsey	31	29	5.17	3	3	0.527	59	51	5.36	0	0	####
4.5	Del Madden, CPT	26	24	5.20	3	2	0.530	41	59	4.10	0	0	####
3.5	Liz Christian, CO-CPT	53	37	5.89	6	3	0.669	45	55	4.50	0	0	####
2.5	Emily Dauberman	18	32	3.60	1	4	0.290	54	56	4.91	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	265	285	26	29							

HC	3 Recycles Remaining 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
5.5	Terry Ballent	29	31	4.83	3	3	0.473	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	44	56	4.40	4	6	0.380	75	65	5.36	0	0	####
4.0	James Dagenhart	38	52	4.22	2	7	0.352	43	57	4.30	0	0	####
3.5	Monica Reinengal	22	28	4.40	2	3	0.410	53	47	5.30	0	0	####
3.0	Duane Rider	30	30	5.00	3	3	0.500	56	54	5.09	0	0	####
3.0	Jacqui Hiemstra, CPT	24	16	6.00	3	1	0.640	33	47	4.13	2	8	2.00
	Open Stats	3	7		0	1							
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.2	248	302	22	33							

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

Mike Bretz
Kevin Villarreal

Break And Funs This Session

Steve Wood	3
Scott Gibson	2
Ed Kearney	2
Josh Reynolds	2
Kevin Villarreal	2
Forrest Aeppli	
Terry Ballent	
Rick Boyer	
Mike Bretz	
Tone Brubacher	
Anthony Cressler	
John Hedgepath	
Brian Hogentogler	
Robert Hurt	
Rikki Johnson	
Stan Kovich	
Joe Lahr	
Pete Mavropoulos	
Brad Miller	
Ron Straw	
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

$$((56 / (9 \text{ matches played})) + ((56 - 34) * .05)) / 10 =$$

$$(6.22) + (22 * .05) / 10 =$$

$$(6.22 + 1.1) / 10 = \mathbf{.732}$$

