



9 Ball  
Winter '23 (Filler)

Week 13 3/7/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 13 Matchups Home Team is in <b>CAPS</b>
		F	A		W	L			
Homeless Misfits	<b>0.536</b>	295	255	BYE	30	25	4.78	The Verhovay	zero fux given
9 Ya Business	<b>0.529</b>	291	259	18-32	33	22	4.83	HoHos Billiards	it don't matter
It Don't Matter	<b>0.527</b>	290	260	29-21	29	26	5.44	Marysville Moose	<b>9 YA BUSINESS</b>
Diamond Masters	<b>0.513</b>	282	268	30-20	29	26	5.17	The Pour House	chicks
Make It Weird	<b>0.510</b>	306	294	32-18	31	29	4.28	The Hose	<b>BYE</b>
Zero Fux Given	<b>0.505</b>	278	272	20-30	29	26	4.61	Bressler Club	<b>HOMELESS MISFITS</b>
Chicks	<b>0.504</b>	277	273	37-13	29	26	4.89	Chicks Tavern	<b>DIAMOND MASTERS</b>
Rack Em Up	<b>0.495</b>	272	278	27-23	28	27	4.67	Angies Diner	silent assassins
Silent Assassins	<b>0.493</b>	271	279	13-37	28	27	4.72	Gilligans on Eisenhowe	<b>RACK EM UP</b>
Angies	<b>0.487</b>	268	282	21-29	26	29	4.06	Angies Diner	<b>MISFITS</b>
Misfits	<b>0.484</b>	266	284	30-20	25	30	4.88	The Hose	angies
Rick's Rejects	<b>0.480</b>	264	286	23-27	24	31	4.39	Dauphin Home Assoc	ball busterz
Ball Busterz	<b>0.431</b>	237	313	20-30	19	36	4.19	HoHos Billiards	<b>RICK'S REJECTS</b>
		3600	3600		360	360	4.68		

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**

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
<b>3 Recycles Remaining</b>													
<b>Angies</b>													
6.0	Pete Mavropoulos	48	42	5.33	5	4	0.563	45	35	5.63	0	0	####
4.5	Kevin Joy	27	33	4.50	2	4	0.420	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	67	53	5.58	8	4	0.628	63	57	5.25	0	0	####
4.0	Larry Keefe	49	51	4.90	4	6	0.480	41	59	4.10	0	0	####
3.5	Alex Knapp	29	41	4.14	2	5	0.354	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	17	23	4.25	2	2	0.395	35	35	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
<b>AVERAGE HC</b>		4.06	268	282				26	29				

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	32	38	4.57	2	5	0.427	49	51	4.90	0	0	####
5.5	Mace Lockard	25	35	4.17	2	4	0.367	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	59	61	4.92	7	5	0.482	0	0	####	0	0	####
3.5	Abbie Lee, CPT	41	59	4.10	3	7	0.320	84	96	4.67	0	0	####
3.5	Travis Shade, Co-CPT	60	50	5.45	5	6	0.595	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		4.19	237	313	19	36							

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	23	27	4.60	3	2	0.440	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	27	23	5.40	3	2	0.560	56	54	5.09	4	6	4.00
5.0	Andrew Betts	34	36	4.86	3	4	0.476	34	36	4.86	0	0	####
4.5	Sam Hartley	38	32	5.43	4	3	0.573	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	28	22	5.60	3	2	0.590	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		4.89	277	273	29	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	18	22	4.50	2	2	0.430	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	20	20	5.00	2	2	0.500	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	47	43	5.22	6	3	0.542	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	31	29	5.17	4	2	0.527	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
3.0	Kerrin Lutz	19	11	6.33	2	1	0.673	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.17	282	268	29	26							



HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		6.5	Jenn Kelly	35	25	5.83	4	2	0.633	50	50	5.00	4
6.5	Rick Boyer	41	39	5.13	4	4	0.523	52	68	4.33	7	3	7.00
5.5	Forrest Aeppli, CPT	27	23	5.40	3	2	0.560	36	44	4.50	0	0	####
5.0	John Hoffman	40	50	4.44	5	4	0.394	74	56	5.69	0	0	####
4.5	Jim Roberts	33	27	5.50	4	2	0.580	61	49	5.55	1	9	1.00
4.5	Carlos Olmeda	40	30	5.71	5	2	0.621	49	61	4.45	0	0	####
4.5	Dan Benson	19	11	6.33	2	1	0.673	60	40	6.00	7	3	7.00
3.5	Ellie Heinly, Co-Cpt	20	20	5.00	2	2	0.500	52	48	5.20	3	7	3.00
3.0	Emily Dauberman	36	24	6.00	4	2	0.660	32	48	4.00	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.83	291	259	33	22							

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	L		W	L		F	A	AVG	F	A	AVG
		7.5	John Hedgepath	41	29	5.86	5	2	0.646	51	49	5.10	8
6.0	Rikki Johnson	47	33	5.88	6	2	0.658	62	58	5.17	4	6	4.00
5.5	Brian Hogentogler	28	42	4.00	2	5	0.330	67	43	6.09	0	0	####
5.5	Kelly Norris	14	16	4.67	1	2	0.457	31	49	3.88	0	0	####
4.5	Brian Minnich	42	38	5.25	4	4	0.545	64	56	5.33	1	9	1.00
4.5	Ed Croco, CPT	37	43	4.63	4	4	0.433	45	45	5.00	9	1	9.00
3.5	Ron John	23	17	5.75	3	1	0.605	0	0	####	0	0	####
2.5	Jackie Croco	19	41	3.17	1	5	0.207	38	52	4.22	0	0	####
2.5	Tammy Norris	21	19	5.25	2	2	0.535	36	34	5.14	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	272	278	28	27							

3 Recycles Remaining		HC	Make It Weird	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
				F	A		W	L		F	A	AVG	F	A	AVG
6.5	Devan Retherford			56	64	4.67	5	7	0.427	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	27	23	5.40	3	2	0.560	40	30	5.71	6	4	6.00		
5.0	Mike Canoy	51	39	5.67	6	3	0.627	79	51	6.08	3	7	3.00		
4.0	Jen Mallon, CPT	35	45	4.38	3	5	0.388	33	47	4.13	0	0	####		
4.0	Betsy Goodman	46	24	6.57	5	2	0.767	36	54	4.00	3	7	3.00		
3.5	Blaize Bowman	31	39	4.43	3	4	0.403	0	0	####	0	0	####		
3.5	Donnie Mull	14	16	4.67	1	2	0.457	0	0	####	0	0	####		
3.5	Bob Cohan	34	16	6.80	4	1	0.770	30	30	5.00	0	0	####		
3.0	Piper Hunt	12	28	3.00	1	3	0.220	41	39	5.13	0	0	####		
	Open Stats	0	0		0	0									
	Forfeits														
	Penalty Points														
AVERAGE HC		4.28	306	294	31	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	53	47	5.30	4	6	0.560	75	75	5.00	0	0	####
5.0	Eric Van Selow	22	38	3.67	1	5	0.287	87	73	5.44	0	0	####
4.0	Tom Plasic	34	36	4.86	4	3	0.476	0	0	####	0	0	####
3.5	Bo Bovidge	43	37	5.38	5	3	0.568	52	58	4.73	0	0	####
3.0	Tracy Klinger, CPT	23	27	4.60	2	3	0.440	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		4.39	264	286	24	31							

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	40	40	5.00	4	4	0.500	55	65	4.58	0	0	####
5.5	El Voughs	41	39	5.13	6	2	0.523	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	33	47	4.13	3	5	0.343	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	29	21	5.80	3	2	0.620	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	35	25	5.83	4	2	0.633	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.72	271	279	28	27							

**3 Recycles Remaining**

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	54	46	5.40	5	5	0.580	48	72	4.00	0	0	####
4.0	James Dagenhart	34	26	5.67	4	2	0.607	43	67	3.91	0	0	####
3.5	Nick Ellis	41	49	4.56	3	6	0.416	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	23	2.33	0	3	0.153	38	32	5.43	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.61	278	272	29	26							

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	<b>\$ 2,220</b>
Tournament 2nd Place	<b>\$ 1,120</b>
Division Winner	<b>\$ 180</b>
Week 18 Winners (\$80 x 6)	<b>\$ 480</b>
Total Payouts	<b>\$ 4,000</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.

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***

Duck Nornhold  
Austin Cronauer

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

Shawn Hoerner	4
Jenn Kelly	3
John Hedgepath	2
Duck Nornhold	2
El Voughs	2
Steve Weaver	2
Blaize Bowman	
Kevin Bryner	
Mike Canoy	
Liz Christian	
Austin Cronauer	
Larry Fagan	
Brian Hogentogler	
Ed Kearney	
Kevin Marroquin	
Tim Meise	
Frank Moore	
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

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