

DUES ARE NOW \$9



9 Ball
Spring - Summer '24 (Filler)

Week 13 7/25/24

	Win %	Points		Last	Match	AVG		Home Location	Week 13 Matchups (7/25/24)		
		F	A	Week	W	L	HC		Home Team is in CAPS		
Angies	0.538	296	254	26-24	31.5	23.5	4.31	Angies Diner	CHICKS		
Rack Em Up	0.536	295	255	31-19	34	21	5.06	Angies Diner	ZERO FUX GIVEN		
Homeless Misfits	0.527	290	260	BYE	31	24	4.78	The Verhovay	MISFITS		
9 Ya Business	0.509	280	270	28-22	27	28	4.94	HoHos Billiards	it don't matter		
Make It Weird	0.507	279	271	25-25	29	26	4.50	The Hose	RICK'S REJECTS		
Chicks	0.500	275	275	26-24	27	28	4.89	Chicks Tavern	angies		
Misfits	0.495	272	278	21-29	30	25	4.81	The Hose	homeless misfits		
It Don't Matter	0.493	271	279	24-26	26	29	5.28	Marysville Moose	9 YA BUSINESS		
Rick's Rejects	0.491	270	280	24-26	25	30	4.50	Dauphin Home Assoc	make it weird		
Zero Fux Given	0.480	264	286	29-21	26	29	4.38	Bressler Club	rack em up		
Diamond Masters	0.476	262	288	19-31	24.5	30.5	4.89	The Pour House	ball busterz		
Ball Busterz	0.475	261	289	22-28	25	30	4.00	HoHos Billiards	DIAMOND MASTERS		
Silent Assassins	0.470	282	318	25-25	24	36	4.83	Gilligans on Eisenhowe	BYE		
		3600	3600		360	360	4.71				

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	23	17	5.75	2	2	0.605	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	32	28	5.33	3	3	0.553	59	51	5.36	3	7	3.00
4.5	Larry Keefe	47	33	5.88	7	1	0.658	79	71	5.27	0	0	####
3.5	Ron John	38	42	4.75	4	4	0.455	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	27	23	5.40	2	3	0.560	23	37	3.83	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.31	296	254			31.5	23.5					

* 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	29	51	3.63	1	7	0.253	0	0	####	0	0	####
5.0	Mace Lockard	67	53	5.58	8	4	0.628	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	43	47	4.78	4	5	0.458	49	61	4.45	0	0	####
3.5	Travis Shade, Co-CPT	53	57	4.82	5	6	0.462	75	65	5.36	0	0	####
2.0	TJ Hickey	36	44	4.50	4	4	0.410	18	72	2.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.00	261	289	25	30							

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	22	8	7.33	3	0	0.803	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	33	37	4.71	4	3	0.451	38	42	4.75	4	6	4.00
5.0	Andrew Betts	35	25	5.83	4	2	0.633	64	56	5.33	0	0	####
5.0	Sean Gallagher	20	30	4.00	2	3	0.350	61	49	5.55	0	0	####
4.0	Sam Hartley	9	21	3.00	0	3	0.240	51	49	5.10	0	0	####
4.0	Brad Saksek	54	46	5.40	5	5	0.580	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		4.89	275	275	27	28							

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	27	33	4.50	2	4	0.420	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	27	23	5.40	3.5	1.5	0.560	44	26	6.29	0	0	####
4.0	Clarence Marsh, CPT	49	51	4.90	5	5	0.480	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	24	46	3.43	1	6	0.233	50	50	5.00	0	0	####
3.0	Jeremy Driver	33	37	4.71	3	4	0.451	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		4.89	262	288	24.5	30.5							

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

2 Recycles Remaining								Last Session			Recent		
Homeless Misfits		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												
AVERAGE HC		4.78	290	260		31	24						

3 Recycles Remaining								Last Session			Recent		
It Don't Matter		Points		Average	Match		MVP	Points			PPM		
HC		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.5	Steve Wood	23	17	5.75	3	1	0.605	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	44	26	6.29	5	2	0.719	44	46	4.89	0	0	####
4.0	Eric Snyder	32	48	4.00	3	5	0.320	66	44	6.00	7	3	7.00
4.0	John Linn	36	24	6.00	4	2	0.660	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	36	44	4.50	3	5	0.410	47	53	4.70	0	0	####
	Open Stats	1	9		0	1							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		5.28	271	279		26	29						

								Last Session			Recent		
Misfits		Points		Average	Match		MVP	Points			PPM		
HC		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	29	31	4.83	3	3	0.473	44	46	4.89	0	0	####
5.5	Ed Hummel	23	27	4.60	2	3	0.440	33	37	4.71	0	0	####
5.0	Anthony Cressler, CPT	52	48	5.20	6	4	0.540	68	92	4.25	0	0	####
4.5	Scott Wallace	41	49	4.56	5	4	0.416	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	21	29	4.20	2	3	0.380	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												
AVERAGE HC		4.81	272	278		30	25						

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
7.0	Jenn Kelly	31	29	5.17	3	3	0.527	59	41	5.90	6	4	6.00
6.5	Rick Boyer	31	39	4.43	3	4	0.403	65	55	5.42	8	12	4.00
6.0	Forrest Aeppli, CPT	14	16	4.67	1	2	0.457	42	28	6.00	4	6	4.00
5.0	Jim Roberts	47	43	5.22	5	4	0.542	46	44	5.11	17	3	8.50
4.5	John Hoffman	43	37	5.38	5	3	0.568	47	63	4.27	0	0	####
4.5	Dan Benson	14	26	3.50	0	4	0.290	38	32	5.43	3	7	3.00
4.0	Carlos Olmeda	40	30	5.71	4	3	0.621	48	52	4.80	6	14	3.00
4.0	Ellie Heinly, Co-Cpt	37	23	6.17	4	2	0.687	40	40	5.00	0	0	####
3.0	Emily Dauberman	23	27	4.60	2	3	0.440	54	46	5.40	6	4	6.00
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.94	280	270	27	28							

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	34	36	4.86	5	2	0.476	45	35	5.63	0	0	####
6.5	Rikki Johnson	41	29	5.86	4	3	0.646	65	45	5.91	0	0	####
6.0	Kyle Gamble	29	21	5.80	3	2	0.620	0	0	####	0	0	####
6.0	Brian Hogentogler	34	26	5.67	4	2	0.607	43	57	4.30	0	0	####
5.0	Kelly Norris	31	49	3.88	2	6	0.298	39	41	4.88	0	0	####
4.5	Ed Croco, CPT	45	25	6.43	6	1	0.743	46	64	4.18	0	0	####
3.0	Tammy Norris	45	25	6.43	6	1	0.743	41	29	5.86	0	0	####
2.0	Jackie Croco	36	34	5.14	4	3	0.524	28	52	3.50	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		5.06	295	255	34	21							

1 Recycle Remaining		Points	Average PPM	Match	MVP Score	Last Session Points			Recent Postseason PPM				
HC	Make It Weird					F	A	AVG	F	A	AVG		
7.0	Devan Retherford	63	47	5.73	8	3	0.653	78	82	4.88	0	0	####
5.5	Austin Cronauer	6	14	3.00	0	2	0.260	44	36	5.50	0	0	####
5.0	Ben Berger	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.5	Mike Canoy	54	56	4.91	5	6	0.481	60	70	4.62	0	0	####
4.0	Rick Johnson	23	37	3.83	2	4	0.313	0	0	####	0	0	####
4.0	Betsy Goodman	34	36	4.86	3	4	0.476	67	53	5.58	0	0	####
3.5	Blaize Bowman	21	29	4.20	1	4	0.380	38	42	4.75	0	0	####
3.5	Jen Mallon, CPT	46	24	6.57	6	1	0.767	48	72	4.00	0	0	####
3.5	Bob Cohan	32	28	5.33	4	2	0.553	61	29	6.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.50	279	271	29	26							

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	
Rick's Rejects														
6.5	Stephen Weaver	21	19	5.25	2	2	0.535	41	39	5.13	0	0	####	
5.5	Justin Baird, CPT	57	43	5.70	6	4	0.640	63	77	4.50	0	0	####	
5.5	Winston Beshore	52	48	5.20	6	4	0.540	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	36	44	4.50	3	5	0.410	56	54	5.09	0	0	####	
3.0	Jess Cassner	19	31	3.80	1	4	0.320	35	45	4.38	0	0	####	
	Open Stats													
	Forfeits	7	3		1	0								
	Penalty Points													
AVERAGE HC		4.50	270	280	25	30								

HC		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM			
		F	A		W	L		F	A	AVG	F	A	AVG	
Silent Assassins														
7.0	Kevin Bryner	19	21	4.75	2	2	0.465	57	43	5.70	15	5	7.50	
6.5	James Shafer	28	32	4.67	2	4	0.447	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	34	36	4.86	2	5	0.476	54	56	4.91	13	7	6.50	
4.5	Mike Bretz	29	41	4.14	2	5	0.354	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	45	35	5.63	5	3	0.613	37	53	4.11	6	4	6.00	
3.0	Marcia Yost	24	46	3.43	2	5	0.233	43	27	6.14	3	7	3.00	
	Open Stats													
	Forfeits													
	Penalty Points													
AVERAGE HC		4.83	282	318	24	36								

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	
Zero Fux Given														
7.5	Shawn Hoerner	39	31	5.57	5	2	0.597	83	67	5.53	6	4	6.00	
5.5	Tone Brubacher	62	48	5.64	7	4	0.634	79	61	5.64	4	6	4.00	
5.0	Terry Ballent	33	57	3.67	3	6	0.247	26	44	3.71	2	8	2.00	
4.0	James Dagenhart	29	31	4.83	2	4	0.473	53	47	5.30	0	0	####	
4.0	Nick Ellis	51	49	5.10	5	5	0.520	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	32	48	4.00	3	5	0.320	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													
AVERAGE HC		4.38	264	286	26	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 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	\$ 2,600
Tournament 2nd Place	\$ 1,600
Division Winner	\$ 260
Week 18 Winners (\$90 x 6)	\$ 540
Total Payouts	\$ 5,000

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 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

Frank Moore
John Hedgepath

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	
John Hedgepath	
Bruce Lenker	
Pete Mavropoulos	
Frank Moore	
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

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