

DUES ARE NOW \$9



9 Ball
Spring - Summer '24 (Filler)

Week 14 8/1/24

	Win %	Points		Last	Match		AVG	Home Location	Week 14 Matchups (8/1/24)
		F	A	Week	W	L	HC		Home Team is in CAPS
Homeless Misfits	0.538	323	277	33-17	35	25	4.72	The Verhovay	9 YA BUSINESS
Angies	0.533	320	280	24-26	34.5	25.5	4.44	Angies Diner	BYE
Make It Weird	0.530	318	282	39-11	34	26	4.56	The Hose	MISFITS
Rack Em Up	0.528	317	283	22-28	35	25	5.00	Angies Diner	chicks
9 Ya Business	0.508	305	295	25-25	30	30	4.94	HoHos Billiards	homeless misfits
Chicks	0.502	301	299	26-24	29	31	4.89	Chicks Tavern	RACK EM UP
It Don't Matter	0.493	296	304	25-25	28	32	5.28	Marysville Moose	SILENT ASSASSINS
Diamond Masters	0.490	294	306	32-18	28.5	31.5	4.94	The Pour House	zero fux given
Zero Fux Given	0.487	292	308	28-22	30	30	4.38	Bressler Club	DIAMOND MASTERS
Misfits	0.482	289	311	17-33	31	29	4.81	The Hose	make it weird
Silent Assassins	0.470	282	318	BYE	24	36	4.83	Gilligans on Eisenhowe	it don't matter
Rick's Rejects	0.468	281	319	11-39	25	35	4.44	Dauphin Home Assoc	ball busterz
Ball Busterz	0.465	279	321	18-32	26	34	4.00	HoHos Billiards	RICK'S REJECTS
		3900	3900		390	390	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 Points			Recent Postseason PPM		
HC	Angies	F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
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	65	55	5.42	7	5	0.592	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	51	39	5.67	7	2	0.627	79	71	5.27	0	0	####
4.0	Ron John	44	46	4.89	5	4	0.479	35	35	5.00	0	0	####
3.5	Steve Shipp	41	39	5.13	4	4	0.523	61	59	5.08	6	4	6.00
3.5	Kevin Bethea	34	26	5.67	3	3	0.607	23	37	3.83	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.44	320	280			34.5	25.5					

* 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	PPM	W	L	Score	F	A	AVG	F	A	AVG
5.5	Chet Denmark	31	59	3.44	1	8	0.204	0	0	####	0	0	####
5.0	Mace Lockard	74	56	5.69	9	4	0.659	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	45	55	4.50	4	6	0.400	49	61	4.45	0	0	####
3.5	Travis Shade, Co-CPT	56	64	4.67	5	7	0.427	75	65	5.36	0	0	####
2.0	TJ Hickey	40	50	4.44	4	5	0.394	18	72	2.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.00	279	321	26	34							

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	PPM	W	L	Score	F	A	AVG	F	A	AVG
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	26	14	6.50	3	1	0.710	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	38	32	5.43	4	3	0.573	64	56	5.33	0	0	####
5.0	Sean Gallagher	26	34	4.33	3	3	0.393	61	49	5.55	0	0	####
4.0	Sam Hartley	13	27	3.25	0	4	0.255	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	31	39	4.43	2	5	0.403	37	43	4.63	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	301	299	29	31							

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	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.0	Duck Nornhold	35	35	5.00	3	4	0.500	31	39	4.43	0	0	####
6.5	Ron Straw	41	39	5.13	4	4	0.523	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	57	53	5.18	6	5	0.538	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	31	49	3.88	2	6	0.298	50	50	5.00	0	0	####
3.5	Jeremy Driver	39	41	4.88	4	4	0.478	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	294	306	28.5	31.5							

* 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 Points			Recent Postseason PPM		
HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
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	53	27	7.00	7	1	0.830	80	80	5.00	13	7	6.50
5.5	Tim Meise, CPT	31	19	6.20	4	1	0.680	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	Bruce Brockman	32	28	5.33	3	3	0.553	19	31	3.80	0	0	####
4.0	Mike Miller	29	41	4.14	3	4	0.354	90	50	6.43	9	21	3.00
3.5	Becky Ballent	19	31	3.80	2	3	0.320	0	0	####	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	23	27	4.60	2	3	0.440	48	52	4.80	7	3	7.00
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.72	323	277	35	25							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	It Don't Matter	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Steve Wood	29	21	5.80	4	1	0.620	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	39	21	6.50	4	2	0.740	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	40	50	4.44	4	5	0.394	66	44	6.00	7	3	7.00
4.0	John Linn	40	30	5.71	4	3	0.621	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	39	51	4.33	3	6	0.373	47	53	4.70	0	0	####
	Open Stats	1	9		0	1							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		5.28	296	304	28	32							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Misfits	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Ed Kearney	41	39	5.13	4	4	0.523	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	54	56	4.91	6	5	0.481	68	92	4.25	0	0	####
4.5	Scott Wallace	54	56	4.91	6	5	0.481	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	41	4.14	4	3	0.354	53	57	4.82	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.81	289	311	31	29							

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	35	35	5.00	3	4	0.500	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	20	20	5.00	2	2	0.500	42	28	6.00	4	6	4.00
5.0	Jim Roberts	53	47	5.30	6	4	0.560	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	42	38	5.25	4	4	0.545	48	52	4.80	6	14	3.00
4.0	Ellie Heinly, Co-Cpt	44	26	6.29	5	2	0.719	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	305	295	30	30							

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
7.0	John Hedgepath	37	43	4.63	5	3	0.433	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	43	27	6.14	5	2	0.694	43	57	4.30	0	0	####
5.0	Kelly Norris	34	56	3.78	2	7	0.268	39	41	4.88	0	0	####
4.5	Ed Croco, CPT	49	31	6.13	6	2	0.703	46	64	4.18	0	0	####
3.0	Tammy Norris	48	32	6.00	6	2	0.680	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		5.00	317	283	35	25							

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	71	49	5.92	9	3	0.702	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	62	58	5.17	6	6	0.537	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	41	39	5.13	4	4	0.523	67	53	5.58	0	0	####
4.0	Bob Cohan	41	29	5.86	5	2	0.646	61	29	6.78	0	0	####
3.5	Jen Mallon, CPT	46	24	6.57	6	1	0.767	48	72	4.00	0	0	####
3.5	Blaize Bowman	28	32	4.67	2	4	0.447	38	42	4.75	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.56	318	282	34	26							

1 Recycle 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
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	53	57	4.82	6	5	0.462	79	71	5.27	0	0	####
5.0	Eric Van Selow	10	20	3.33	1	2	0.283	25	45	3.57	0	0	####
4.5	Bruce Wright	36	24	6.00	3	3	0.660	0	0	####	0	0	####
3.5	Tom Plasic, Co-CPT	35	55	3.89	2	7	0.289	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	21	39	3.50	1	5	0.260	35	45	4.38	0	0	####
	Open Stats												
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.44	281	319	25	35							

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
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	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	46	34	5.75	6	2	0.635	83	67	5.53	6	4	6.00
5.5	Tone Brubacher	63	57	5.25	7	5	0.555	79	61	5.64	4	6	4.00
5.0	Terry Ballent	40	60	4.00	4	6	0.300	26	44	3.71	2	8	2.00
4.0	James Dagenhart	35	35	5.00	3	4	0.500	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	39	51	4.33	4	5	0.373	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	292	308	30	30							

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

Shawn Hoerner
Duck Nornhold
Devan Retherford

Break And Funs This Session

Mike Fisher	4
Kevin Villarreal	4
Shawn Hoerner	3
Ed Kearney	3
Devan Retherford	3
Scott Gibson	2
Terry Ballent	
Mike Bretz	
Mike Canoy	
Chet Denmark	
John Hedgepath	
Bruce Lenker	
Pete Mavropoulos	
Frank Moore	
Duck Nornhold	
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

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

$$(6.22) + (22 \times .05) / 10 =$$

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