

DUES ARE NOW \$9



9 Ball
Spring - Summer '24 (Filler)

Week 16 8/15/24

	Win %	Points		Last	Match	AVG	Home Location	Week 16 Matchups (8/15/24)			
		F	A	Week	W	L		HC	Home Team is in CAPS		
Angies	0.535	348	302	28-22	37.5	27.5	4.44	Angies Diner	SILENT ASSASSINS		
Homeless Misfits	0.533	373	327	26-24	39	31	4.72	The Verhovay	RICK'S REJECTS		
Make It Weird	0.526	368	332	29-21	40	30	4.56	The Hose	DIAMOND MASTERS		
Rack Em Up	0.523	366	334	22-28	40	30	5.00	Angies Diner	ball busterz		
9 Ya Business	0.503	352	348	21-29	34	36	4.94	HoHos Billiards	BYE		
Chicks	0.501	351	349	27-23	35	35	4.94	Chicks Tavern	zero fux given		
Diamond Masters	0.494	346	354	23-27	33.5	36.5	4.89	The Pour House	make it weird		
Misfits	0.489	342	358	24-26	37	33	4.81	The Hose	it don't matter		
It Don't Matter	0.483	314	336	BYE	29	36	5.28	Marysville Moose	MISFITS		
Silent Assassins	0.483	338	362	24-26	31	39	4.89	Gilligans on Eisenhowe	angies		
Zero Fux Given	0.481	337	363	24-26	33	37	4.31	Bressler Club	CHICKS		
Rick's Rejects	0.476	333	367	26-24	31	39	4.39	Dauphin Home Assoc	homeless misfits		
Ball Busterz	0.470	329	371	26-24	30	40	4.06	HoHos Billiards	RACK EM UP		
		4500	4500		450	450	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

HC	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		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	36	34	5.14	4.5	2.5	0.524	58	62	4.83	0	0	####
4.5	Alfredo Cortes, CPT	69	61	5.31	7	6	0.571	91	79	5.35	3	7	3.00
4.5	Alex Knapp	36	34	5.14	3	4	0.524	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	51	49	5.10	6	4	0.520	35	35	5.00	0	0	####
3.5	Steve Shipp	48	42	5.33	5	4	0.563	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	348	302			37.5	27.5					

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

1 Recycle 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	39	61	3.90	2	8	0.280	0	0	####	0	0	####
5.5	Mace Lockard	83	57	5.93	10	4	0.723	30	50	3.75	0	0	####
4.5	Kevin Altland	37	53	4.11	3	6	0.331	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	62	68	4.77	5	8	0.447	49	61	4.45	0	0	####
3.5	Travis Shade, Co-CPT	65	75	4.64	6	8	0.414	75	65	5.36	0	0	####
2.0	TJ Hickey	43	57	4.30	4	6	0.360	18	72	2.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.06	329	371	30	40							

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	44	46	4.89	4	5	0.479	41	49	4.56	2	8	2.00
6.0	Frank Moore, CPT	29	21	5.80	3	2	0.620	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	41	39	5.13	5	3	0.523	38	42	4.75	4	6	4.00
5.0	Andrew Betts	42	48	4.67	4	5	0.437	64	56	5.33	0	0	####
5.0	Sean Gallagher	39	41	4.88	5	3	0.478	61	49	5.55	0	0	####
4.5	Brad Saksek	60	50	5.45	6	5	0.595	55	35	6.11	0	0	####
4.0	Sam Hartley	22	38	3.67	1	5	0.287	51	49	5.10	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		4.94	351	349	35	35							

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	45	45	5.00	4	5	0.500	31	39	4.43	0	0	####
6.5	Ron Straw	48	42	5.33	5	4	0.563	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	65	55	5.42	7	5	0.592	55	85	3.93	0	0	####
4.0	Robert Hurt	35	35	5.00	3	4	0.500	39	41	4.88	0	0	####
3.5	Jeremy Driver	43	47	4.78	4	5	0.458	0	0	####	0	0	####
3.0	Stephanie Ozimac	32	58	3.56	2	7	0.226	50	50	5.00	0	0	####
3.0	Kerrin Lutz	33	27	5.50	4	2	0.580	52	38	5.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	346	354	33.5	36.5							

* 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	70	50	5.83	8	4	0.683	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	34	26	5.67	4	2	0.607	48	42	5.33	8	2	8.00
5.5	Josh Hughes	53	47	5.30	5	5	0.560	70	50	5.83	8	2	8.00
4.0	Bruce Brockman	45	35	5.63	4	4	0.613	19	31	3.80	0	0	####
4.0	Mike Miller	32	48	4.00	3	5	0.320	90	50	6.43	9	21	3.00
3.5	Becky Ballent	21	39	3.50	2	4	0.260	0	0	####	0	0	####
3.5	Tim Meise Jr	38	22	6.33	4	2	0.713	38	42	4.75	7	13	3.50
3.0	Rick Lawson	27	33	4.50	2	4	0.420	48	52	4.80	7	3	7.00
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.72	373	327	39	31							

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	23	37	3.83	2	4	0.313	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	38	42	4.75	3	5	0.455	68	42	6.18	1	9	1.00
5.5	Bill Scharff	48	32	6.00	5	3	0.680	44	46	4.89	0	0	####
4.0	Eric Snyder	43	57	4.30	4	6	0.360	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	14	36	2.80	0	5	0.170	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	314	336	29	36							

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	49	41	5.44	5	4	0.584	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	59	71	4.54	6	7	0.394	68	92	4.25	0	0	####
4.5	Scott Wallace	68	62	5.23	8	5	0.553	77	63	5.50	0	0	####
4.0	Kevin Miller	52	38	5.78	6	3	0.648	44	56	4.40	0	0	####
3.0	Aaron Neely	32	38	4.57	3	4	0.427	17	43	2.83	0	0	####
2.5	Crystal Johnson	30	50	3.75	4	4	0.275	53	57	4.82	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.81	342	358	37	33							

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	38	42	4.75	3	5	0.455	59	41	5.90	6
6.5	Rick Boyer	42	48	4.67	4	5	0.437	65	55	5.42	8	12	4.00
6.0	Forrest Aeppli, CPT	27	23	5.40	3	2	0.560	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	50	40	5.56	6	3	0.606	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	52	48	5.20	5	5	0.540	48	52	4.80	6	14	3.00
4.0	Ellie Heinly, Co-Cpt	49	41	5.44	5	4	0.584	40	40	5.00	0	0	####
3.0	Emily Dauberman	27	33	4.50	2	4	0.420	54	46	5.40	6	4	6.00
	Open Stats												
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.94	352	348		34	36						

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
6.5	Rikki Johnson	48	42	5.33	4	5	0.563	65	45	5.91	0	0	####
6.0	Kyle Gamble	31	29	5.17	3	3	0.527	0	0	####	0	0	####
6.0	Brian Hogentogler	49	31	6.13	6	2	0.703	43	57	4.30	0	0	####
5.0	Kelly Norris	52	68	4.33	4	8	0.353	39	41	4.88	0	0	####
4.5	Ed Croco, CPT	55	35	6.11	7	2	0.711	46	64	4.18	0	0	####
3.0	Tammy Norris	55	35	6.11	7	2	0.711	41	29	5.86	0	0	####
2.0	Jackie Croco	39	41	4.88	4	4	0.478	28	52	3.50	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		5.00	366	334		40	30						

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
		7.0	Devan Retherford	80	60	5.71	10	4	0.671	78	82	4.88	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	71	69	5.07	7	7	0.517	60	70	4.62	0	0	####
4.0	Rick Johnson	33	47	4.13	3	5	0.343	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	48	32	6.00	6	2	0.680	61	29	6.78	0	0	####
3.5	Jen Mallon, CPT	48	32	6.00	6	2	0.680	48	72	4.00	0	0	####
3.5	Blaize Bowman	41	39	5.13	4	4	0.523	38	42	4.75	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.56	368	332		40	30						

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	63	47	5.73	7	4	0.653	63	77	4.50	0	0	####
5.5	Winston Beshore	58	72	4.46	6	7	0.376	79	71	5.27	0	0	####
4.5	Eric Van Selow	17	33	3.40	1	4	0.260	25	45	3.57	0	0	####
4.5	Bruce Wright	44	26	6.29	4	3	0.719	0	0	####	0	0	####
3.5	Tom Plasic, Co-CPT	48	62	4.36	4	7	0.366	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	49	51	4.90	5	5	0.480	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		4.39	333	367	31	39							

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	25	35	4.17	2	4	0.367	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	41	39	5.13	4	4	0.523	44	46	4.89	15	5	7.50
5.0	Paul Ramsey	41	39	5.13	3	5	0.523	54	56	4.91	13	7	6.50
5.0	Mike Bretz	37	43	4.63	3	5	0.433	40	30	5.71	0	0	####
4.5	Del Madden, CPT	44	36	5.50	4	4	0.590	41	49	4.56	8	2	8.00
4.0	Ryan Trafecanty	47	53	4.70	5	5	0.440	45	35	5.63	10	10	5.00
3.0	Liz Christian, CO-CPT	51	39	5.67	6	3	0.627	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		4.89	338	362	31	39							

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	57	43	5.70	7	3	0.640	83	67	5.53	6	4	6.00
5.5	Tone Brubacher	70	70	5.00	7	7	0.500	79	61	5.64	4	6	4.00
5.0	Terry Ballent	43	67	3.91	4	7	0.271	26	44	3.71	2	8	2.00
4.0	James Dagenhart	41	39	5.13	4	4	0.523	53	47	5.30	0	0	####
3.5	Nick Ellis	56	64	4.67	5	7	0.427	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	48	52	4.80	5	5	0.460	45	45	5.00	4	6	4.00
2.5	Jacqui Hiemstra, CPT	22	28	4.40	1	4	0.410	25	45	3.57	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.31	337	363	33	37							

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

Mike Fisher
Bruce Lenker
Clarence Marsh

Break And Funs This Session

Mike Fisher	6
Kevin Villarreal	4
Shawn Hoerner	3
Ed Kearney	3
Devan Retherford	3
Scott Gibson	2
Bruce Lenker	2
Terry Ballent	
Mike Bretz	
Mike Canoy	
Chet Denmark	
John Hedgepath	
Clarence Marsh	
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

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

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

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