



9 Ball  
Summer Fall '23 (Filler)

Week 17 11/16/23

	Win %	Points		Last	Match		AVG	Home Location	Week 17 Opponent
		F	A	Week	W	L	HC		Home Team if in CAPS
It Don't Matter	<b>0.527</b>	369	331	16-34	39	31	<b>5.2</b>	Marysville Moose	<b>HOMELESS MISFITS</b>
Rack Em Up	<b>0.521</b>	391	359	21-29	41	34	<b>4.9</b>	Angies Diner	<b>9 YA BUSINESS</b>
Chicks	<b>0.512</b>	384	366	34-16	37	38	<b>4.8</b>	Chicks Tavern	<b>BYE</b>
Misfits	<b>0.511</b>	383	367	29-21	40	35	<b>5.0</b>	The Hose	zero fux given
The Rack Raptors	<b>0.509</b>	382	368	34-16	40	35	4.2	The Hose	<b>ANGIES</b>
Diamond Masters	<b>0.509</b>	382	368	21-29	41	34	<b>5.0</b>	The Pour House	ball busterz
Ball Busterz	<b>0.508</b>	381	369	23-27	39	36	4.7	<b>HoHos Billiards</b>	<b>DIAMOND MASTERS</b>
Rick's Rejects	<b>0.505</b>	379	371	29-21	37	38	4.6	Dauphin Home Assoc	<b>SILENT ASSASSINS</b>
9 Ya Business	<b>0.504</b>	378	372	37-13	39	36	<b>5.1</b>	HoHos Billiards	rack em up
Silent Assassins	<b>0.483</b>	338	362	BYE	33	37	<b>4.9</b>	Gilligans on Eisenhower	rick's rejects
Angies	<b>0.476</b>	333	367	27-23	30	40	4.2	Angies Diner	the rack raptors
Homeless Misfits	<b>0.471</b>	353	397	13-37	33	42	4.7	The Verhovay	it don't matter
Zero Fux Given	<b>0.459</b>	344	406	16-34	31	44	4.4	Bressler Club	<b>MISFITS</b>
		4800	4800		480	480	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	Kevin Joy	36	44	4.50	3	5	0.410	65	65	5.00	0	0	####	
4.5	Miguel Rodriguez	18	22	4.50	2	2	0.430	0	0	####	0	0	####	
4.0	Ricky Wright	27	43	3.86	1	6	0.306	8	12	4.00	0	0	####	
4.0	Alfredo Cortes, CPT	49	51	4.90	5	5	0.480	69	91	4.31	0	0	####	
4.0	Larry Keefe	39	51	4.33	3	6	0.373	95	75	5.59	0	0	####	
4.0	Alex Knapp	30	40	4.29	2	5	0.379	0	0	####	0	0	####	
3.0	Steve Shipp	52	48	5.20	6	4	0.540	56	64	4.67	0	0	####	
3.0	Kevin Beathea	35	35	5.00	3	4	0.500	34	26	5.67	0	0	####	
	Open Stats	4	6		0	1								
	Forfeits													
	Penalty Points													
AVERAGE HC		4.2	333	367				30	40					

<b>1 Recycle Remaining</b>								Last Session Points			Recent Postseason PPM		
HC	<b>Ball Busterz</b>	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
6.0	Jake Rodriguez	40	40	5.00	3	5	0.500	0	0	####	0	0	####
6.0	Chet Denmark	48	42	5.33	6	3	0.563	34	66	3.40	0	0	####
5.5	Mace Lockard	66	54	5.50	7	5	0.610	49	81	3.77	0	0	####
5.0	Kevin Altland	45	45	5.00	5	4	0.500	47	33	5.88	0	0	####
4.5	Joe Smith	0	0	#DIV/0!	0	0	#DIV/0!	44	56	4.40	0	0	####
4.5	Will Etnoyer	22	18	5.50	3	1	0.570	0	0	####	0	0	####
4.0	Abbie Lee, CPT	79	81	4.94	8	8	0.484	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	75	75	5.00	7	8	0.500	81	109	4.26	0	0	####
	Open Stats	6	14		0	2							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	381	369	39	36							

HC	<b>Chicks</b>	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.0	Bruce Lenker	59	51	5.36	5	6	0.576	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	38	42	4.75	4	4	0.455	69	51	5.75	21	9	7.00
5.5	Fred Brodbeck	56	54	5.09	5	6	0.519	73	77	4.87	14	16	4.67
5.0	Andrew Betts	34	36	4.86	3	4	0.476	0	0	####	0	0	####
4.5	Sam Hartley	41	39	5.13	5	3	0.523	85	65	5.67	15	5	7.50
4.5	Sean Gallagher	62	38	6.20	7	3	0.740	47	53	4.70	14	6	7.00
3.5	Brad Saksek	40	40	5.00	4	4	0.500	60	60	5.00	9	11	4.50
2.0	Ashley Dellesega	23	47	3.29	1	6	0.209	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	384	366	37	38							

<b>2 Recycles Remaining</b>								Last Session Points			Recent Postseason PPM		
HC	<b>Diamond Masters</b>	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
7.5	Duck Nornhold	32	28	5.33	3	3	0.553	44	26	6.29	0	0	####
7.0	Ron Straw	42	28	6.00	5	2	0.670	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	30	50	3.75	2	6	0.275	39	51	4.33	0	0	####
4.0	Clarence Marsh, CPT	74	76	4.93	9	6	0.483	66	84	4.40	0	0	####
3.5	Robert Hurt	40	30	5.71	5	2	0.621	34	36	4.86	0	0	####
3.5	Stephanie Ozimac	53	37	5.89	6	3	0.669	71	69	5.07	0	0	####
2.5	Kerrin Lutz	46	44	5.11	4	5	0.521	59	81	4.21	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	382	368	41	34							



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	Jenn Kelly	38	42	4.75	5	3	0.455	58	42	5.80	6	4	6.00
6.0	Rick Boyer	48	62	4.36	4	7	0.366	69	71	4.93	0	0	####
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	####
5.0	Jim Roberts	55	45	5.50	6	4	0.600	86	84	5.06	4	16	2.00
4.5	Carlos Olmeda	46	54	4.60	4	6	0.420	44	26	6.29	10	10	5.00
4.5	John Hoffman	62	48	5.64	7	4	0.634	0	0	####	0	0	####
4.5	Dan Benson	52	38	5.78	6	3	0.648	65	85	4.33	8	2	8.00
3.5	Ellie Heinly, Co-Cpt	45	45	5.00	4	5	0.500	99	81	5.50	8	2	8.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	378	372	39	36							

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	47	43	5.22	6	3	0.542	0	0	####	0	0	####
6.5	Rikki Johnson	60	50	5.45	5	6	0.595	85	65	5.67	0	0	####
5.5	Kelly Norris	31	49	3.88	2	6	0.298	53	47	5.30	0	0	####
5.5	Brian Hogentogler	57	33	6.33	6	3	0.753	45	75	3.75	0	0	####
5.0	Brian Minnich	54	46	5.40	7	3	0.580	81	79	5.06	0	0	####
4.0	Ed Croco, CPT	32	38	4.57	3	4	0.427	54	56	4.91	0	0	####
4.0	Mike Minahan	39	31	5.57	5	2	0.597	45	35	5.63	0	0	####
3.0	Jackie Croco	35	35	5.00	4	3	0.500	66	44	6.00	0	0	####
3.0	Tammy Norris	36	34	5.14	3	4	0.524	43	47	4.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	391	359	41	34							

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	72	68	5.14	9	5	0.534	81	69	5.40	0	0	####
5.5	Austin Cronauer	36	24	6.00	4	2	0.660	46	44	5.11	0	0	####
4.5	Mike Canoy	67	43	6.09	7	4	0.729	52	58	4.73	0	0	####
4.0	Jen Mallon, CPT	33	47	4.13	3	5	0.343	79	71	5.27	0	0	####
3.5	Betsy Goodman	30	50	3.75	1	7	0.275	60	80	4.29	0	0	####
3.5	Piper Hunt	38	32	5.43	4	3	0.573	0	0	####	0	0	####
3.5	Pete Papadopoulos	31	29	5.17	3	3	0.527	63	57	5.25	0	0	####
3.5	Scott Hunt	45	45	5.00	5	4	0.500	0	0	####	0	0	####
3.0	Bob Cohan	30	30	5.00	4	2	0.500	28	42	4.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	382	368	40	35							



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***

Bruce Lenker

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

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



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

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