

DUES ARE NOW \$9



9 Ball
Spring - Summer '24 (Filler)

Week 17 8/22/24

	Win %	Points		Last	Match	AVG		Home Location	Week 17 Matchups (8/22/24)
		F	A	Week	W	L	HC		Home Team is in CAPS
Make It Weird	0.535	401	349	33-17	44	31	4.67	The Hose	rack em up
Rack Em Up	0.531	398	352	32-18	44	31	5.00	Angies Diner	MAKE IT WEIRD
Angies	0.530	371	329	23-27	39.5	30.5	4.44	Angies Diner	zero fux given
Homeless Misfits	0.519	389	361	16-34	39	36	4.72	The Verhovay	diamond masters
Chicks	0.512	384	366	33-17	39	36	4.94	Chicks Tavern	BALL BUSTERZ
9 Ya Business	0.503	352	348	BYE	34	36	4.94	HoHos Billiards	SILENT ASSASSINS
Misfits	0.499	374	376	32-18	42	33	4.81	The Hose	BYE
Rick's Rejects	0.489	367	383	34-16	36	39	4.39	Dauphin Home Assoc	IT DON'T MATTER
Silent Assassins	0.487	365	385	27-23	34	41	4.89	Gilligans on Eisenhowe	9 ya business
Diamond Masters	0.484	363	387	17-33	34.5	40.5	4.89	The Pour House	HOMELESS MISFITS
It Don't Matter	0.474	332	368	18-32	29	41	5.28	Marysville Moose	rick's rejects
Zero Fux Given	0.472	354	396	17-33	34	41	4.25	Bressler Club	ANGIES
Ball Busterz	0.463	347	403	18-32	31	44	4.00	HoHos Billiards	chicks
		4800	4800		480	480	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	32	28	5.33	3	3	0.553	52	58	4.73	4	6	4.00
5.0	*Kevin Joy	39	41	4.88	4.5	3.5	0.478	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	44	36	5.50	4	4	0.590	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	37	33	5.29	3	4	0.549	23	37	3.83	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.44	371	329			39.5	30.5					

* 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	42	68	3.82	2	9	0.252	0	0	####	0	0	####
5.5	Mace Lockard	85	65	5.67	10	5	0.667	30	50	3.75	0	0	####
4.0	Kevin Altland	40	60	4.00	3	7	0.300	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	64	76	4.57	5	9	0.397	49	61	4.45	0	0	####
3.5	Travis Shade, Co-CPT	73	77	4.87	7	8	0.467	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		4.00	347	403	31	44							

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	38	22	6.33	4	2	0.713	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	48	52	4.80	5	5	0.460	64	56	5.33	0	0	####
5.0	Sean Gallagher	46	44	5.11	6	3	0.521	61	49	5.55	0	0	####
4.5	Brad Saksek	64	56	5.33	6	6	0.573	55	35	6.11	0	0	####
4.0	Sam Hartley	29	41	4.14	2	5	0.354	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	384	366	39	36							

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	31	29	5.17	3.5	2.5	0.527	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	38	42	4.75	3	5	0.455	39	41	4.88	0	0	####
3.5	Jeremy Driver	50	50	5.00	5	5	0.500	0	0	####	0	0	####
3.0	Stephanie Ozimac	34	66	3.40	2	8	0.180	50	50	5.00	0	0	####
3.0	Kerrin Lutz	34	36	4.86	4	3	0.476	52	38	5.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.89	363	387	34.5	40.5							

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

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	4	6.00
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							

3 Recycles Remaining													
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	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	57	33	6.33	7	2	0.753	43	57	4.30	0	0	####
5.0	Kelly Norris	59	71	4.54	5	8	0.394	39	41	4.88	0	0	####
4.5	Ed Croco, CPT	62	38	6.20	8	2	0.740	46	64	4.18	0	0	####
3.0	Tammy Norris	57	43	5.70	7	3	0.640	41	29	5.86	0	0	####
2.0	Jackie Croco	47	43	5.22	5	4	0.542	28	52	3.50	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		5.00	398	352	44	31							

1 Recycle 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
7.0	Devan Retherford	86	64	5.73	11	4	0.683	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	71	69	5.07	7	7	0.517	60	70	4.62	0	0	####
4.5	Bob Cohan	56	34	6.22	7	2	0.732	61	29	6.78	0	0	####
4.0	Betsy Goodman	48	42	5.33	5	4	0.563	67	53	5.58	0	0	####
4.0	Blaize Bowman	50	40	5.56	5	4	0.606	38	42	4.75	0	0	####
4.0	Rick Johnson	33	47	4.13	3	5	0.343	0	0	####	0	0	####
3.5	Jen Mallon, CPT	51	39	5.67	6	3	0.627	48	72	4.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	401	349	44	31							

No 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
6.5	Stephen Weaver	34	26	5.67	4	2	0.607	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	23	37	3.83	2	4	0.313	25	45	3.57	0	0	####
4.5	Bruce Wright	51	29	6.38	5	3	0.748	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	29	41	4.14	2	5	0.354	35	45	4.38	0	0	####
	Open Stats												
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.39	367	383	36	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	45	45	5.00	4	5	0.500	44	46	4.89	15	5	7.50
5.0	Paul Ramsey	48	42	5.33	4	5	0.563	54	56	4.91	13	7	6.50
5.0	Mike Bretz	39	51	4.33	3	6	0.373	40	30	5.71	0	0	####
4.5	Del Madden, CPT	51	39	5.67	5	4	0.627	41	49	4.56	8	2	8.00
4.0	Ryan Trafecanty	54	56	4.91	6	5	0.481	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	365	385	34	41							

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
5.0	Tone Brubacher	73	77	4.87	7	8	0.467	79	61	5.64	4	6	4.00
5.0	Terry Ballent	44	76	3.67	4	8	0.207	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	60	70	4.62	5	8	0.412	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	51	59	4.64	5	6	0.424	45	45	5.00	4	6	4.00
2.5	Jacqui Hiemstra, CPT	28	32	4.67	2	4	0.447	25	45	3.57	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.25	354	396	34	41							

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

Ed Kearney

Break And Funs This Session

Mike Fisher	6
Ed Kearney	4
Kevin Villarreal	4
Shawn Hoerner	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.....

$$(\text{Average PPM} + ((\text{Points For} - \text{Points Against}) \times .05)) / 10$$

Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

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

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

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