



9 Ball  
Spring '25 (Filler)

Week 2 2/13/25

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 2 Matchups (2/13/25)
		F	A		W	L			Home Team is in <b>CAPS</b>
Rack Em Up	<b>0.700</b>	35	15	35-15	4	1	5.00	Angies Diner	zero fux given
Silent Assassins	<b>0.620</b>	31	19	31-29	3	2	5.00	Gilligans on Eisenhower	<b>BYE</b>
Zero Fux Given	<b>0.580</b>	29	21	29-21	3	2	4.44	The Dutch Club	<b>RACK EM UP</b>
Homeless Misfits	<b>0.560</b>	28	22	28-22	2	3	4.50	The Verhovay	<b>IT DON'T MATTER</b>
9 Ya Business	<b>0.520</b>	26	24	26-24	3	2	4.50	<b>Rods Roadhouse</b>	<b>MAKE IT WEIRD</b>
Chicks	<b>0.480</b>	24	26	24-26	2	3	5.00	Chicks	angies
Make It Weird	<b>0.440</b>	22	28	22-28	3	2	4.50	The Hose	9 ya business
It Don't Matter	<b>0.420</b>	21	29	21-29	2	3	5.00	Marysville Moose	homeless misfits
Angies	<b>0.380</b>	19	31	19-31	2	3	5.00	Angies Diner	<b>CHICKS</b>
Misfits	<b>0.300</b>	15	35	15-35	1	4	5.31	The Hose	<b>ANYTHING</b>
Anything	<b>#####</b>	0	0	BYE	0	0	4.00	Dauphin Home Assoc	misfits
		250	250		25	25	4.75		

Top 2 Seeds will receive first round byes 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.

HC	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Ian Michels	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
6.0	Jaafar Nabaoui	0	10	0.00	0	1	(0.050)	45	45	5.00	0	0
5.5	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	16	24	4.00	0	0
5.5	Alfredo Cortes, CPT	2	8	2.00	0	1	0.170	85	55	6.07	3	7
5.0	Kevin Joy	6	4	6.00	1	0	0.610	72	48	6.00	7	3
5.0	Alex Knapp	4	6	4.00	0	1	0.390	55	55	5.00	8	2
4.0	Larry Keefe	0	0	#DIV/0!	0	0	#DIV/0!	36	54	4.00	0	0
3.5	Ron John	0	0	#DIV/0!	0	0	#DIV/0!	54	66	4.50	4	6
3.0	Steve Shipp	7	3	7.00	1	0	0.720	58	52	5.27	3	7
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
<b>AVERAGE HC</b>		<b>5.00</b>	19	31		2	3					

HC	Chicks	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Bruce Lenker	8	2	8.00	1	0	0.830	31	39	4.43	0	0
6.5	Fred Brodbeck	6	4	6.00	1	0	0.610	55	45	5.50	0	0
6.0	Frank Moore, CPT	4	6	4.00	0	1	0.390	42	38	5.25	0	0
6.0	Kevin Marroquin	0	0	#DIV/0!	0	0	#DIV/0!	46	44	5.11	0	0
5.5	Sean Gallagher	0	0	#DIV/0!	0	0	#DIV/0!	50	40	5.56	0	0
5.0	Andrew Betts	0	0	#DIV/0!	0	0	#DIV/0!	62	58	5.17	0	0
4.0	Brad Saksek	4	6	4.00	0	1	0.390	33	37	4.71	0	0
3.0	Quinn Gallagher	0	0	#DIV/0!	0	0	#DIV/0!	14	26	3.50	0	0
2.0	Beth Driver	2	8	2.00	0	1	0.170	33	47	4.13	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.00	24	26	2	3						

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Mike Fisher	0	0	#DIV/0!	0	0	#DIV/0!	60	60	5.00	0	0
6.0	Kevin Villarreal, Co-CPT	4	6	4.00	0	1	0.390	64	76	4.57	0	0
5.0	Tim Meise, CPT	8	2	8.00	1	0	0.830	30	50	3.75	0	0
5.0	Josh Hughes	9	1	9.00	1	0	0.940	70	60	5.38	0	0
4.0	Rodney Cocker	4	6	4.00	0	1	0.390	0	0	####	0	0
4.0	Bruce Brockman	3	7	3.00	0	1	0.280	47	33	5.88	0	0
3.5	Becky Ballent	0	0	#DIV/0!	0	0	#DIV/0!	32	48	4.00	0	0
3.5	Tim Meise Jr	0	0	#DIV/0!	0	0	#DIV/0!	29	21	5.80	0	0
3.0	Rick Lawson	0	0	#DIV/0!	0	0	#DIV/0!	55	35	6.11	0	0
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.50	28	22	2	3						

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Steve Wood	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
7.0	Scott Gibson, CPT	0	0	#DIV/0!	0	0	#DIV/0!	46	34	5.75	0	0
6.0	Brad Miller	6	4	6.00	1	0	0.610	62	58	5.17	6	4
5.0	Bill Scharff	3	7	3.00	0	1	0.280	74	76	4.93	3	7
5.0	Adam Brody	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
4.5	Eric Snyder	6	4	6.00	1	0	0.610	61	29	6.78	6	4
4.0	John Linn	3	7	3.00	0	1	0.280	47	53	4.70	3	7
3.0	Doug Wagner	0	0	#DIV/0!	0	0	#DIV/0!	34	36	4.86	0	0
3.0	Tracy Klinger	0	0	#DIV/0!	0	0	#DIV/0!	51	39	5.67	0	0
	Open Stats	3	7		0	1						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.00	21	29	2	3						

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Ed Kearney	3	7	3.00	0	1	0.280	49	41	5.44	3	7
6.5	Dakota Miller	0	0	#DIV/0!	0	0	#DIV/0!	44	36	5.50	2	8
6.0	Chas Foltz	1	9	1.00	0	1	0.060	49	51	4.90	1	9
5.5	Anthony Cressler, CPT	0	0	#DIV/0!	0	0	#DIV/0!	63	47	5.73	7	3
5.0	Brian Minnich	0	0	#DIV/0!	0	0	#DIV/0!	55	55	5.00	0	0
4.5	Scott Wallace	6	4	6.00	1	0	0.610	51	69	4.25	9	11
4.0	Kevin Miller	4	6	4.00	0	1	0.390	38	42	4.75	10	10
3.5	Crystal Johnson	1	9	1.00	0	1	0.060	65	35	6.50	8	12
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.31	15	35	1	4						

HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Jenn Kelly	2	8	2.00	0	1	0.170	41	49	4.56	0	0
6.5	Rick Boyer	4	6	4.00	0	1	0.390	53	47	5.30	0	0
5.5	Forrest Aeppli	6	4	6.00	1	0	0.610	23	37	3.83	0	0
4.5	Jim Roberts	0	0	#DIV/0!	0	0	#DIV/0!	46	74	3.83	0	0
4.5	John Hoffman	6	4	6.00	1	0	0.610	45	55	4.50	0	0
4.0	Carlos Olmeda	0	0	#DIV/0!	0	0	#DIV/0!	31	39	4.43	0	0
3.5	Ellie Heinly, Co-Cpt	0	0	#DIV/0!	0	0	#DIV/0!	32	38	4.57	0	0
3.0	Jeremy Driver	8	2	8.00	1	0	0.830	52	58	4.73	0	0
2.5	Emily Dauberman	0	0	#DIV/0!	0	0	#DIV/0!	33	47	4.13	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.50	26	24	3	2						

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	L		W	L		F	A	AVG	F	A
7.5	John Hedgepath	7	3	7.00	1	0	0.720	56	34	6.22	16	4
7.0	Rikki Johnson	9	1	9.00	1	0	0.940	54	26	6.75	9	1
6.0	Brian Hogentogler	0	0	#DIV/0!	0	0	#DIV/0!	36	44	4.50	0	0
5.5	Kelly Norris	6	4	6.00	1	0	0.610	41	39	5.13	6	4
5.0	Ed Croco, CPT	0	0	#DIV/0!	0	0	#DIV/0!	52	48	5.20	0	0
4.5	Jack Jimmink	0	0	#DIV/0!	0	0	#DIV/0!	46	44	5.11	3	7
4.5	Paul McMichael	4	6	4.00	0	1	0.390	70	50	5.83	7	13
3.0	Tammy Norris (ineligible in week 2)	0	0	#DIV/0!	0	0	#DIV/0!	24	26	4.80	0	0
2.0	Jackie Croco	9	1	9.00	1	0	0.940	35	65	3.50	18	2
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.00	35	15	4	1						



HC	Zero Fux Given	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Shawn Hoerner	7	3	7.00	1	0	0.720	82	68	5.47	10	10
5.0	Terry Ballent	0	0	#DIV/0!	0	0	#DIV/0!	35	35	5.00	0	0
5.0	Jose Soto	7	3	7.00	1	0	0.720	57	53	5.18	14	6
4.5	James Dagenhart	4	6	4.00	0	1	0.390	61	39	6.10	4	6
4.5	Tone Brubacher	7	3	7.00	1	0	0.720	33	47	4.13	13	7
3.5	Nick Ellis	0	0	#DIV/0!	0	0	#DIV/0!	77	93	4.53	4	6
3.0	Monica Reinnagel	4	6	4.00	0	1	0.390	73	67	5.21	11	9
2.5	Jacqui Hiemstra,CPT (ineligible in week 2)	0	0	#DIV/0!	0	0	#DIV/0!	12	8	6.00	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.44	29	21	3	2						

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 a team names a "Blind" (not literal) player, the opposing team 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. Not 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 regular session or in postseason. The "seeding" round is the last week of the regular 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, the team that wins at least 3 individual matches wins the tiebreaker).  
Week 18 is a "pay to play" week like all other matches during the regular session.**

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...

**Any team that forfeits an individual match will receive 0 points for that match and must pay the \$18 for that match. The \$18 includes the \$9 for the opposing team that is benefitting from the forfeit.**

The team that benefits from a forfeit will receive 7 "points for" and 3 "points against" and will not have to pay for a forfeit win.

The rationale for this is that it is 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.

**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 switches teams during the session, the league will at its discretion determine if that player can shoot in postseason for the team that it finished the session with. The league office may also force that player to play at a higher handicap for postseason.

**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 not 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.**

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.. Charlotte is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, she decides she wants to play for the team that is in first place. The league office can bring Charlotte back on to the first place team at whatever skill level it deems necessary to maintain integrity within the league.

***Break And Funs This Week***

Shawn Hoerner	2
Bruce Lenker	2

***Break And Funs This Session***

Shawn Hoerner	2
Bruce Lenker	2

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

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

