



9 Ball
Summer Fall '23 (Filler)

Week 3 8/10/23

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 3 Opponent
		F	A		W	L			Home Team if in CAPS
Ball Busterz	0.610	61	39	34-16	7	3	4.4	The Verhovay	diamond masters
Rack Em Up	0.570	57	43	24-26	6	4	4.7	Angies Diner	9 ya business
Misfits	0.560	56	44	24-26	6	4	5.1	The Hose	ZERO FUX GIVEN
Angies	0.540	27	23	27-23	3	2	4.6	Angies Diner	THE RACK RAPTORS
Chicks	0.530	53	47	26-24	6	4	4.9	Chicks Tavern	BYE
9 Ya Business	0.530	53	47	30-20	6	4	5.1	HoHos Billiards	RACK EM UP
Rick's Rejects	0.500	50	50	24-26	5	5	4.6	Dauphin Home Assoc	silent assassins
Zero Fux Given	0.500	50	50	23-27	5	5	4.4	Bressler Club	misfits
The Rack Raptors	0.490	49	51	26-24	6	4	4.1	The Hose	angies
Diamond Masters	0.490	49	51	26-24	5	5	5.0	The Pour House	BALL BUSTERZ
It Don't Matter	0.480	24	26	BYE	2	3	5.1	Marysville Moose	homeless misfits
Silent Assassins	0.370	37	63	20-30	2	8	4.9	Gilligans on Eisenhowe	RICK'S REJECTS
Homeless Misfits	0.340	34	66	16-34	1	9	4.9	The Verhovay	IT DON'T MATTER
		600	600		60	60	4.8		

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

HC	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Ken McPherson	0	0	#DIV/0!	0	0	#DIV/0!	33	37	4.71	0	0	####
6.0	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	59	71	4.54	0	0	####
5.0	Kevin Joy	4	6	4.00	0	1	0.390	65	65	5.00	0	0	####
5.0	Alex Knapp	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.5	Ricky Wright	7	3	7.00	1	0	0.720	8	12	4.00	0	0	####
4.0	Larry Keefe	3	7	3.00	0	1	0.280	95	75	5.59	0	0	####
4.0	Alfredo Cortes, CPT	6	4	6.00	1	0	0.610	69	91	4.31	0	0	####
3.0	Steve Shipp	7	3	7.00	1	0	0.720	56	64	4.67	0	0	####
3.0	Kevin Beathea	0	0	#DIV/0!	0	0	#DIV/0!	34	26	5.67	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	27	23	0	3	2						

HC	Ball Busterz	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Chet Denmark	6	4	6.00	1	0	0.610	34	66	3.40	0	0	####
5.0	Mace Lockard	12	8	6.00	1	1	0.620	49	81	3.77	0	0	####
5.0	Kevin Altland	10	10	5.00	1	1	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	Chad Sweisfort	4	6	4.00	0	1	0.390	0	0	####	0	0	####
3.5	Abbie Lee, CPT	15	5	7.50	2	0	0.800	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	14	6	7.00	2	0	0.740	81	109	4.26	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	61	39	0	7	3						

HC	Chicks	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Bruce Lenker	8	12	4.00	0	2	0.380	80	80	5.00	8	12	4.00
5.5	Fred Brodbeck	10	10	5.00	1	1	0.500	73	77	4.87	14	16	4.67
5.5	Kevin Marroquin	14	6	7.00	2	0	0.740	69	51	5.75	21	9	7.00
5.0	Frank Moore, CPT	0	0	#DIV/0!	0	0	#DIV/0!	61	39	6.10	0	0	####
4.5	Sam Hartley	6	4	6.00	1	0	0.610	85	65	5.67	15	5	7.50
4.0	Rich Worley	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.0	Sean Gallagher	6	4	6.00	1	0	0.610	47	53	4.70	14	6	7.00
3.5	Brad Saksek	9	11	4.50	1	1	0.440	60	60	5.00	9	11	4.50
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	53	47	0	6	4						

HC	Diamond Masters	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Duck Nornhold	0	0	#DIV/0!	0	0	#DIV/0!	44	26	6.29	0	0	####
6.5	Ron Straw	7	3	7.00	1	0	0.720	33	37	4.71	0	0	####
6.5	Josh Reynolds	13	7	6.50	2	0	0.680	65	35	6.50	0	0	####
5.5	Larry Fagan	10	10	5.00	1	1	0.500	26	44	3.71	0	0	####
5.5	Andy Ritter	2	8	2.00	0	1	0.170	39	51	4.33	0	0	####
4.0	Clarence Marsh, CPT	10	10	5.00	1	1	0.500	66	84	4.40	0	0	####
3.5	Robert Hurt	0	0	#DIV/0!	0	0	#DIV/0!	34	36	4.86	0	0	####
3.0	Stephanie Ozimac	0	0	#DIV/0!	0	0	#DIV/0!	71	69	5.07	0	0	####
3.0	Kerrin Lutz	7	13	3.50	0	2	0.320	59	81	4.21	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	49	51	0	5	5						

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Kevin Villarreal, Co-CPT	3	7	3.00	0	1	0.280	76	64	5.43	3	7	3.00
6.0	Mark Schwentker	7	13	3.50	0	2	0.320	55	65	4.58	3	7	3.00
5.5	Terry Ballent	4	6	4.00	0	1	0.390	63	57	5.25	0	0	####
5.5	Tim Meise, CPT	4	6	4.00	0	1	0.390	49	41	5.44	0	0	####
5.5	Josh Hughes	9	11	4.50	1	1	0.440	75	45	6.25	7	3	7.00
5.0	Joe Lahr	3	7	3.00	0	1	0.280	68	42	6.18	3	7	3.00
4.0	Becky Ballent	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Rick Lawson	2	8	2.00	0	1	0.170	64	56	5.33	0	0	####
3.5	Tim Meise Jr	2	8	2.00	0	1	0.170	53	27	6.63	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	34	66	0	1	9						

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Steve Wood	0	0	#DIV/0!	0	0	#DIV/0!	40	30	5.71	0	0	####
7.0	John Lamplugh	0	0	#DIV/0!	0	0	#DIV/0!	50	40	5.56	7	3	7.00
6.5	Scott Gibson, CPT	7	3	7.00	1	0	0.720	62	58	5.17	8	2	8.00
5.0	Tobe Toberman	0	0	#DIV/0!	0	0	#DIV/0!	53	57	4.82	2	8	2.00
4.5	Brad Miller	8	2	8.00	1	0	0.830	53	67	4.42	0	0	####
4.5	Bill Scharff	4	6	4.00	0	1	0.390	54	56	4.91	0	0	####
4.0	Eric Snyder	0	0	#DIV/0!	0	0	#DIV/0!	47	33	5.88	3	7	3.00
3.5	John Linn	1	9	1.00	0	1	0.060	45	35	5.63	4	6	4.00
3.5	Doug Wagner	4	6	4.00	0	1	0.390	60	50	5.45	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	24	26	0	2	3						

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Ed Kearney	13	7	6.50	2	0	0.680	87	43	6.69	16	14	5.33
6.5	Stan Kovich	7	3	7.00	1	0	0.720	51	39	5.67	7	3	7.00
6.0	Shane Wingler	7	3	7.00	1	0	0.720	45	55	4.50	9	11	4.50
5.5	Ed Hummel	3	7	3.00	0	1	0.280	38	32	5.43	3	7	3.00
5.0	Anthony Cressler, CPT	11	9	5.50	1	1	0.560	89	91	4.94	19	11	6.33
4.0	Scott Wallace	3	7	3.00	0	1	0.280	52	68	4.33	10	10	5.00
4.0	Aaron Neely	0	0	#DIV/0!	0	0	#DIV/0!	56	44	5.60	0	0	####
2.5	Crystal Johnson	12	8	6.00	1	1	0.620	53	57	4.82	18	12	6.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	56	44	0	6	4						

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	Rick Boyer	6	4	6.00	1	0	0.610	69	71	4.93	0	0	####
6.5	Jenn Kelly	12	8	6.00	2	0	0.620	58	42	5.80	6	4	6.00
5.5	Forrest Aeppli, CPT	3	7	3.00	0	1	0.280	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	2	8	2.00	0	1	0.170	86	84	5.06	4	16	2.00
4.5	Carlos Olmeda	4	6	4.00	0	1	0.390	44	26	6.29	10	10	5.00
4.5	John Hoffman	7	3	7.00	1	0	0.720	0	0	####	0	0	####
4.0	Dan Benson	15	5	7.50	2	0	0.800	65	85	4.33	8	2	8.00
3.5	Ellie Heinly, Co-Cpt	4	6	4.00	0	1	0.390	99	81	5.50	8	2	8.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	53	47	0	6	4						

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	7	3	7.00	1	0	0.720	0	0	####	0	0	####
6.0	Rikki Johnson	7	13	3.50	0	2	0.320	85	65	5.67	0	0	####
6.0	Kelly Norris	4	6	4.00	0	1	0.390	53	47	5.30	0	0	####
5.5	Brian Hogentogler	4	6	4.00	0	1	0.390	45	75	3.75	0	0	####
5.0	Brian Minnich	14	6	7.00	2	0	0.740	81	79	5.06	0	0	####
4.0	Ed Croco, CPT	7	3	7.00	1	0	0.720	54	56	4.91	0	0	####
4.0	Mike Minahan	7	3	7.00	1	0	0.720	45	35	5.63	0	0	####
2.5	Tammy Norris	7	3	7.00	1	0	0.720	43	47	4.78	0	0	####
2.5	Jackie Croco	0	0	#DIV/0!	0	0	#DIV/0!	66	44	6.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	57	43	0	6	4						

HC	The Rack Raptors	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Devan Retherford	7	13	3.50	1	1	0.320	81	69	5.40	0	0	####
5.0	Austin Cronauer	0	0	#DIV/0!	0	0	#DIV/0!	46	44	5.11	0	0	####
4.0	Mike Canoy	7	3	7.00	1	0	0.720	52	58	4.73	0	0	####
4.0	Betsy Goodman	4	6	4.00	0	1	0.390	60	80	4.29	0	0	####
4.0	Jen Mallon, CPT	6	4	6.00	1	0	0.610	79	71	5.27	0	0	####
3.5	Scott Hunt	6	4	6.00	1	0	0.610	0	0	####	0	0	####
3.5	Pete Papadopoulos	10	10	5.00	1	1	0.500	63	57	5.25	0	0	####
3.0	Bob Cohan	0	0	#DIV/0!	0	0	#DIV/0!	28	42	4.00	0	0	####
3.0	Piper Hunt	9	11	4.50	1	1	0.440	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.1	49	51	0	6	4						

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	Steve Weaver	12	8	6.00	1	1	0.620	35	35	5.00	0
6.0	Justin Baird	0	0	#DIV/0!	0	0	#DIV/0!	67	43	6.09	0	0	####
5.0	Winston Beshore	12	8	6.00	2	0	0.620	65	65	5.00	0	0	####
4.5	Eric Van Selow	5	15	2.50	0	2	0.200	45	35	5.63	0	0	####
3.5	Tracy Klinger, CPT	2	8	2.00	0	1	0.170	52	68	4.33	0	0	####
3.5	Bo Bovidge	13	7	6.50	1	1	0.680	63	47	5.73	0	0	####
3.0	Jess Cassner	6	4	6.00	1	0	0.610	21	39	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	50	50	0	5	5						

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
		6.5	Kevin Bryner	0	0	#DIV/0!	0	0	#DIV/0!	40	30	5.71	0
6.5	James Shafer	7	13	3.50	0	2	0.320	63	57	5.25	0	0	####
5.5	Sean Grissinger	6	4	6.00	1	0	0.610	51	49	5.10	6	4	6.00
5.5	Mike Bretz	6	14	3.00	0	2	0.260	48	32	6.00	3	7	3.00
5.0	Del Madden, CPT	0	0	#DIV/0!	0	0	#DIV/0!	41	59	4.10	0	0	####
5.0	Paul Ramsey	3	7	3.00	0	1	0.280	59	51	5.36	0	0	####
5.0	El Voughs	6	4	6.00	1	0	0.610	0	0	####	0	0	####
3.0	Liz Christian, CO-CPT	6	14	3.00	0	2	0.260	45	55	4.50	0	0	####
2.5	Emily Dauberman	3	7	3.00	0	1	0.280	54	56	4.91	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	37	63	0	2	8						

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
		7.0	Chris Taylor	3	7	3.00	0	1	0.280	45	55	4.50	3
5.5	Chuck Miller	6	4	6.00	1	0	0.610	43	37	5.38	8	2	8.00
5.0	Tone Brubacher	11	9	5.50	1	1	0.560	90	50	6.43	4	6	4.00
4.0	James Dagenhart	8	12	4.00	0	2	0.380	43	57	4.30	0	0	####
4.0	Nick Ellis	13	7	6.50	2	0	0.680	75	65	5.36	0	0	####
3.5	Monica Reinengal	9	11	4.50	1	1	0.440	53	47	5.30	0	0	####
3.0	Duane Rider	0	0	#DIV/0!	0	0	#DIV/0!	56	54	5.09	0	0	####
3.0	Jacqui Hiemstra, CPT	0	0	#DIV/0!	0	0	#DIV/0!	33	47	4.13	2	8	2.00
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	50	50	0	5	5						

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.

Any team that does not make the postseason, but also does not forfeit any individual matches will have their team entered into a random drawing with the other "non postseason teams" for a chance to win \$ **200** in credits for the following session dues.

*****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 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. (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

Break And Funs This Session

Brad Miller
Scott Gibson
Josh Reynolds

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

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

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

$$((6.22) + (1.1)) / 10 = .732$$