DUES ARE NOW \$9

Week 4 5/16/24



9 Ball Spring - Summer '24 (Filler)

		Po	ints	Last	Ma	ıtch	AVG		Week 4 Matchups (5/16)
	Win %	F	Α	Week	W	L	HC	Home Location	Home Team is in CAPS
Make It Weird	0.613	92	58	30-20	11	4	4.61	The Hose	RACK EM UP
Angies	0.580	58	42	35-15	7	3	4.19	Angies Diner	ZERO FUX GIVEN
Homeless Misfits	0.553	83	67	32-18	10	5	4.67	The Verhovay	DIAMOND MASTERS
Misfits	0.540	81	69	26-24	10	5	4.88	The Hose	BYE
Zero Fux Given	0.527	79	71	32-18	9	6	4.44	Bressler Club	angies
Rick's Rejects	0.520	78	72	18-32	7	8	4.56	Dauphin Home Assoc	it don't matter
Diamond Masters	0.500	75	75	20-30	8	7	5.00	The Pour House	homeless misfits
Chicks	0.480	72	78	18-32	6	9	4.94	Chicks Tavern	ball busterz
Rack Em Up	0.473	71	79	25-25	8	7	4.88	Angies Diner	make it weird
It Don't Matter	0.470	47	53	24-26	5	5	5.22	Marysville Moose	RICK'S REJECTS
Silent Assassins	0.460	69	81	15-35	5	10	4.89	Gilligans on Eisenhow	e 9 YA BUSINESS
9 Ya Business	0.380	38	62	BYE	1	9	4.78	HoHos Billiards	silent assassins
Ball Busterz	0.380	57	93	25-25	3	12	4.07	HoHos Billiards	CHICKS
		900	900		90	90	4 70		

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

												Rece	nt
									Las	t Session	Po	stsea	ason
	Α .		Po	ints	Average	Ma	tch	MVP		Points		PPM	1
HC	Angies		F	Α	PPM	W	L	Score	F	A AVO	F	Α	AVG
6.0	Pete Mavropoulos		8	2	8.00	1	0	0.830	52	58 4.73	3 4	6	4.00
4.5	Kevin Joy		6	4	6.00	1	0	0.610	58	62 4.83	0	0	####
4.5	Alfredo Cortes, CPT		11	9	5.50	1	1	0.560	91	79 5.3	3	7	3.00
4.5	Alex Knapp		14	6	7.00	2	0	0.740	59	51 5.30	3	7	3.00
4.0	Larry Keefe		2	8	2.00	0	1	0.170	79	71 5.2	0	0	####
4.0	Ron John		6	4	6.00	1	0	0.610	35	35 5.00	0	0	####
3.0	Steve Shipp		7	3	7.00	1	0	0.720	61	59 5.08	6	4	6.00
3.0	Kevin Bethea		4	6	4.00	0	1	0.390	23	37 3.83	0	0	####
	Open Stats		0	0		0	0						
	Forfeits												
	Penalty Points												
AVE	RAGE HC	4.19	58	42		7	3						

												Recer	
									t Ses		Pos	stsea	
	Ball Busterz		ints	Average	Ma	_	MVP		Points		_	PPM	
HC		F	<u> </u>	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.0	Chet Denmark	13	7	6.50	1	1	0.680	0	0	####	0	0	####
5.0	Mace Lockard	13	17	4.33	1	2	0.413	30	50	3.75	0	0	####
4.5	Kevin Altland	8	22	2.67	0	3	0.197	16	24	4.00	0	0	####
4.0	Will Etnoyer	0	0	#DIV/0!	0	0	#DIV/0!	4	6	4.00	0	0	####
3.5	Abbie Lee, CPT	5	15	2.50	0	2	0.200	49	61	4.45	0	0	####
3.5	Travis Shade, Co-CPT	9	21	3.00	0	3	0.240	75	65	5.36	0	0	####
2.0	Troy Hickey	9	11	4.50	1	1	0.440	18	72	2.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	- 0	- 0		U	- 0							
-	Penalty Points												
A\/FI	RAGE HC 4.07	57	93		3	12							
/ \ V L I	4.07	01	50		O	12					F	Recer	nt
								Las	t Ses	sion		stsea	
		Poi	ints	Average	Ма	tch	MVP		Points			PPM	
НС	Chicks	F	Α	PPM	W	L	Score	F	Α		F	Α	AVG
6.5	Bruce Lenker	10	20	3.33	0	3	0.283	41	49	4.56	2	8	2.00
6.0	Frank Moore, CPT	8	2	8.00	1	0	0.830	33	37	4.71	0	0	####
5.5	Kevin Marroquin	7	13	3.50	1	1	0.320	38	42	4.75	4	6	4.00
5.5	Fred Brodbeck	20	10	6.67	2	1	0.717	47	43	5.22	6	4	6.00
5.0	Andrew Betts	0	0	#DIV/0!	0	0	#DIV/0!	64	56	5.33	0	0	####
5.0	Sean Gallagher	0	0	#DIV/0!	0	0	#DIV/0!	61	49	5.55	0	0	####
4.0	Brad Saksek	14	16	4.67	1	2	0.457	55	35	6.11	0	0	####
2.0	Ashley Dellesega	13	17	4.33	1	2	0.413	37	43	4.63	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVE	RAGE HC 4.94	72	78		6	9							
												Recer	
3 Re	cycles Remaining								t Ses			stsea	
	Diamond Masters		ints	Average	Ma		MVP		Points			PPM	
HC		<u>F</u>	A	PPM	W	<u>L</u>	Score	F		AVG	<u></u>		AVG
7.5	Duck Nornhold	10	10	5.00	1	1	0.500	31	39	4.43	0	0	####
6.5	Ron Straw	10	10	5.00	1	1	0.500	45	55	4.50	0	0	####
6.5	Josh Reynolds	11	9	5.50	1	1	0.560	44	36	5.50	0	0	####
6.5	Larry Fagan	0 13	0 17	#DIV/0! 4.33	0	0	#DIV/0!	44	26	6.29	0	0	####
4.0	Clarence Marsh, CPT Robert Hurt	0	0	#DIV/0!	2	1	0.413 #DIV/0!	55 39	85 41	3.93	0	0	####
4.0 3.5	Stephanie Ozimac	16	24	#DIV/0! 4.00	0	0	#DIV/0! 0.360	50	50	4.88	0	0	####
3.5	Jeremy Driver	9	1	9.00	1	0	0.360	0	0	5.00	0	0	####
3.0	Kerrin Lutz	6	4	6.00	1	0	0.610	52	38	5.78	0	0	####
3.0	Open Stats	U		0.00	ı	U	0.010	JZ	30	3.70	U	U	####
	Forfeits												
	Penalty Points												
AVF	RAGE HC 5.00	75	75		8	7							
, . v 🗀 i	3.00	. 5	. 0		J	•							

											Rece	nt
								Las	t Session	Po	stsea	son
	1.1 1 NA: C:	Po	ints	Average	Ma	tch	MVP		Points		PPM	l
HC	Homeless Misfits	F	Α	PPM	W	L	Score	F	A AVO	F	Α	AVG
6.5	Mike Fisher	17	13	5.67	2	1	0.587	47	43 5.2	2 16	14	5.33
6.0	Kevin Villarreal, Co-CPT	13	7	6.50	2	0	0.680	80	80 5.0	13	7	6.50
5.5	Tim Meise, CPT	14	6	7.00	2	0	0.740	48	42 5.3	8	2	8.00
5.5	Josh Hughes	15	5	7.50	2	0	0.800	70	50 5.8	8	2	8.00
4.5	Joe Lahr	0	0	#DIV/0!	0	0	#DIV/0!	8	12 4.0	0	0	####
4.0	Mike Miller	3	17	1.50	0	2	0.080	90	50 6.4	9	21	3.00
4.0	Bruce Brockman	9	1	9.00	1	0	0.940	19	31 3.8	0	0	####
3.0	Tim Meise Jr	3	7	3.00	0	1	0.280	38	42 4.7	7	13	3.50
3.0	Rick Lawson	9	11	4.50	1	1	0.440	48	52 4.8	7	3	7.00
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVE	RAGE HC 4.6	7 83	67		10	5						
											Rece	nt
									t Session	Po	stsea	
	It Don't Mottor	Po	ints	Average	Ma	tch	MVP	l	Points		PPM	1
HC	It Don't Matter	F	Α	PPM	W	L	Score	F	A AVO	F	Α	AVG
7.5	John Lamplugh	0	0	#DIV/0!	0	0	#DIV/0!	38	32 5.4	3 0	0	####
7.5	Steve Wood	7	3	7.00	1	0	0.720	39	31 5.5	7 0	0	####
6.5	Scott Gibson, CPT	7	3	7.00	1	0	0.720	32	38 4.5		0	####
6.0	Brad Miller	5	15	2.50	0	2	0.200	68	42 6.1	3 1	9	1.00
5.0	Bill Scharff	7	3	7.00	1	0	0.720	44	46 4.89	0	0	####
4.5	Eric Snyder	7	3	7.00	1	0	0.720	66	44 6.0	7	3	7.00
3.5	Doug Wagner	3	7	3.00	0	1	0.280	57	63 4.7		0	####
3.5	John Linn	7	3	7.00	1	0	0.720	64	56 5.33	7	3	7.00
3.0	Tracy Klinger	3	7	3.00	0	1	0.280	47	53 4.7	0	0	####
	Open Stats	1	9		0	1						
	Forfeits	0	0		0	0						
	Penalty Points											
AVE	RAGE HC 5.2	47	53		5	5						
											Rece	
									t Session	Pc	ostsea	
	Micfito		ints	Average		tch	MVP		Points		PPM	
HC	Misfits	F	Α	PPM	W	L	Score	F	A AVO			AVG
7.5	Ed Kearney	9	11	4.50	1	1	0.440	73	47 6.0		0	####
6.5	Stan Kovich	4	6	4.00	0	1	0.390	44	46 4.8		0	####
5.5	Ed Hummel	6	4	6.00	1	0	0.610	33	37 4.7		0	####
5.0	Anthony Cressler, CPT	15	15	5.00	2	1	0.500	68	92 4.2		0	####
5.0	Scott Wallace	21	9	7.00	3	0	0.760	77	63 5.5		0	####
3.5	Kevin Miller	7	3	7.00	1	0	0.720	44	56 4.4		0	_ ####
3.0	Aaron Neelv	9	11	4.50	1	1	0.440	17	43 2.8	3 0	0	####

									Las	t Sessio	n		stsea	
	.		Po	ints	Average	Ma	tch	MVP	- 1	Points			PPM	i
HC	Misfits		F	Α	PPM	W	L	Score	F	A A\	/G	F	Α	AVG
7.5	Ed Kearney		9	11	4.50	1	1	0.440	73	47 6.	80	0	0	####
6.5	Stan Kovich		4	6	4.00	0	1	0.390	44	46 4.	89	0	0	####
5.5	Ed Hummel		6	4	6.00	1	0	0.610	33	37 4.	71	0	0	####
5.0	Anthony Cressler, CPT		15	15	5.00	2	1	0.500	68	92 4.	25	0	0	####
5.0	Scott Wallace		21	9	7.00	3	0	0.760	77	63 5.	50	0	0	####
3.5	Kevin Miller		7	3	7.00	1	0	0.720	44	56 4.	40	0	0	####
3.0	Aaron Neely		9	11	4.50	1	1	0.440	17	43 2.	83	0	0	####
3.0	Crystal Johnson		10	10	5.00	1	1	0.500	53	57 4.	82	0	0	####
	Open Stats		0	0		0	0							
	Forfeits	·												
	Penalty Points													
AVE	RAGE HC	4.88	81	69		10	5							

		Poi	nte	Average	Ma	tch	MVP		t Sess Points		Pos	Recer stsea PPM	son
НС	9 Ya Business	F	A	PPM	W	L	Score	F		AVG	F	Α	AVG
6.5	Jenn Kelly	4	6	4.00	0	1	0.390	59	41	5.90	6	4	6.00
6.5	Rick Boyer	4	6	4.00	0	1	0.390	65	55	5.42	8	12	4.00
6.0	Forrest Aeppli, CPT	4	6	4.00	0	1	0.390	42	28	6.00	4	6	4.00
5.0	Jim Roberts	12	8	6.00	1	1	0.620	46	44	5.11	17	3	8.50
4.5	John Hoffman	1	9	1.00	0	1	0.060	47	63	4.27	0	0	####
4.5	Dan Benson	7	13	3.50	0	2	0.320	38	32	5.43	3	7	3.00
4.0	Carlos Olmeda	2	8	2.00	0	1	0.170	48	52	4.80	6	14	3.00
3.5	Ellie Heinly, Co-Cpt	4	6	4.00	0	1	0.390	40	40	5.00	0	0	####
2.5	Emily Dauberman	0	0	#DIV/0!	0	0	#DIV/0!	54	46	5.40	6	4	6.00
	Open Stats												
	Forfeits	0	0		0	0							
-	Penalty Points												
AVEI	RAGE HC 4.78	38	62		1	9							
											F	Recer	nt
								Las	t Sess	sion	Pos	stsea	son
		Poi	nts	Average	Ma	tch	MVP	ı	Points			PPM	
HC	Rack Em Up	F	L	PPM	W	L	Score	F	Α	AVG	F	Α	AVG
7.5	John Hedgepath	1	9	1.00	0	1	0.060	45	35	5.63	0	0	####
6.0	Rikki Johnson	8	12	4.00	0	2	0.380	65	45	5.91	0	0	####
6.0	Kyle Gamble	6	14	3.00	0	2	0.260	0	0	####	0	0	####
5.5	Brian Hogentogler	14	6	7.00	2	0	0.740	43	57	4.30	0	0	####
5.0	Kelly Norris	7	13	3.50	1	1	0.320	39	41	4.88	0	0	####
4.0	Ed Croco, CPT	14	6	7.00	2	0	0.740	46	64	4.18	0	0	####
3.0	Tammy Norris	7	3	7.00	1	0	0.720	41	29	5.86	0	0	####
2.0	Jackie Croco	14	16	4.67	2	1	0.457	28	52	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVE	RAGE HC 4.88	71	79		8	7							
											F	Recer	nt
3 Re	cycles Remaining								t Sess			stsea	
	Moleo It Mainel	Poi	nts	Average	Ma	tch	MVP	I	Points			PPM	
HC	Make It Weird	F	Α	PPM	W	L	Score	F	Α	AVG	F	Α	AVG
7.0	Devan Retherford	28	12	7.00	4	0	0.780	78		4.88	0	0	####
5.5	Austin Cronauer	0	0	#DIV/0!	0	0	#DIV/0!	44		5.50	0	0	####
5.0	Ben Berger	0	0	#DIV/0!	0	0	#DIV/0!	0		####	0	0	####
4.5	Mike Canoy	16	14	5.33	1	2	0.543	60		4.62	0	0	####
4.5	Rick Johnson	10	10	5.00	1	1	0.500	0	0	####	0	0	####
4.0	Betsy Goodman	10	10	5.00	1	1	0.500	67	53	5.58	0	0	####
4.0	Blaize Bowman	8	2	8.00	1	0	0.830	38	42	4.75	0	0	####
3.5	Jen Mallon, CPT	13	7	6.50	2	0	0.680	48	72	4.00	0	0	####
3.5	Bob Cohan	7	3	7.00	1	0	0.720	61	29	6.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												

Penalty Points
AVERAGE HC

4.61 92

58

11 4

													F	Recei	nt
3 Re	cycles Remaining									Las	t Ses	sion	Pos	stsea	ison
	D. I. D		Po	ints	Average		Mat	tch	MVP	Points		S		PPM	1
HC	Rick's Rejects		F	Α	PPM		W	L	Score	F	Α	AVG	F	Α	AVG
7.0	Steve Weaver		10	10	5.00		1	1	0.500	41	39	5.13	0	0	####
5.5	Justin Baird, CPT		9	1	9.00		1	0	0.940	63	77	4.50	0	0	####
5.5	Winston Beshore		10	10	5.00		1	1	0.500	79	71	5.27	0	0	####
5.0	Eric Van Selow		0	0	#DIV/0!		0	0	#DIV/0!	25	45	3.57	0	0	####
4.0	Bruce Wright		8	2	8.00		1	0	0.830	0	0	####	0	0	####
4.0	Tom Plasic, Co-CPT		13	17	4.33		1	2	0.413	58	62	4.83	0	0	####
3.5	David Hunter		5	15	2.50	-	0	2	0.200	0	0	####	0	0	####
3.5	Bo Bovidge		15	15	5.00		1	2	0.500	56	54	5.09	0	0	####
3.0	Jess Cassner		8	2	8.00		1	0	0.830	35	45	4.38	0	0	####
	Open Stats														
	Forfeits														
·	Penalty Points														
AVE	RAGE HC	4.56	78	72			7	8							

											F	Recer	nt
									Las	t Session	Pos	stsea	son
	0:1		Poi	ints	Average	Mat	tch	MVP	ı	Points		PPM	
HC	Silent Assassins		F	Α	PPM	W	L	Score	F	A AVG	F	Α	AVG
7.0	Kevin Bryner		10	10	5.00	1	1	0.500	57	43 5.70	15	5	7.50
6.5	James Shafer		2	8	2.00	0	1	0.170	49	51 4.90	2	8	2.00
6.0	El Voughs		11	9	5.50	1	1	0.560	44	46 4.89	15	5	7.50
5.0	Mike Bretz		4	6	4.00	0	1	0.390	40	30 5.71	0	0	####
5.0	Paul Ramsey		12	8	6.00	1	1	0.620	54	56 4.91	13	7	6.50
4.5	Del Madden, CPT		12	8	6.00	1	1	0.620	41	49 4.56	8	2	8.00
4.0	Ryan Trafecanty		10	10	5.00	1	1	0.500	45	35 5.63	10	10	5.00
3.0	Liz Christian, CO-CPT		2	8	2.00	0	1	0.170	37	53 4.11	6	4	6.00
3.0	Marcia Yost		6	14	3.00	0	2	0.260	43	27 6.14	3	7	3.00
	Open Stats												
	Forfeits												
	Penalty Points				•								
AVE	RAGE HC	4.89	69	81		5	10						

												F	Recer	∩t
									Las	t Ses	sion	Pos	stsea	son
	7		Po	ints	Average	Ma	tch	MVP		Point	S		PPM	l
HC	Zero Fux Given		F	Α	PPM	W	L	Score	F	Α	AVG	F	Α	AVG
7.5	Shawn Hoerner		19	11	6.33	3	0	0.673	83	67	5.53	6	4	6.00
5.5	Terry Ballent		14	16	4.67	1	2	0.457	26	44	3.71	2	8	2.00
5.0	Tone Brubacher		12	18	4.00	1	2	0.370	79	61	5.64	4	6	4.00
4.0	James Dagenhart		7	3	7.00	1	0	0.720	53	47	5.30	0	0	####
3.5	Nick Ellis		18	12	6.00	2	1	0.630	57	63	4.75	6	4	6.00
3.5	Monica Reinnagel		9	11	4.50	1	1	0.440	45	45	5.00	4	6	4.00
3.5	Duane Rider		0	0	#DIV/0!	0	0	#DIV/0!	17	13	5.67	0	0	####
3.0	Jacqui Hiemstra, CPT		0	0	#DIV/0!	0	0	#DIV/0!	25	45	3.57	0	0	####
	Open Stats		0	0		0	0							
	Forfeits		0	0		0	0							
	Penalty Points													
AVE	RAGE HC	4.44	79	71		9	6							

The break rquirements 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 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 \$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 repect 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 timout), 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

Kevin Villarreal
Mike Fisher
Devan Retherford
Chet Denmark

Mike Fisher 2
Shawn Hoerner 2
Chet Denmark
Pete Mavropoulos
Devan Retherford
Kevin Villarreal

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.....

(Average PPM+ ((Points For - 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

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((56/(9 \text{ matches played}))+((56-34)*.05))/10 = (6.22)+(22 x .05))/10 =
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(6.22 + 1.1) / 10 = .732