



9 Ball
Winter '23 (Filler)

Week 4 1/4/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 4 Matchups		
		F	A		W	L			Home Team is in CAPS		
Silent Assassins	0.640	64	36	33-17	9	1	5.0	Gilligans on Eisenhowe	MAKE IT WEIRD		
It Don't Matter	0.567	85	65	22-28	10	5	5.3	Marysville Moose	HOMELESS MISFITS		
Rick's Rejects	0.567	85	65	28-22	8	7	4.4	Dauphin Home Assoc	chicks		
9 Ya Business	0.560	84	66	27-23	9	6	4.8	HoHos Billiards	angies		
Homeless Misfits	0.547	82	68	27-23	9	6	4.7	The Verhovay	it don't matter		
Angies	0.507	76	74	26-24	7	8	4.1	Angies Diner	9 YA BUSINESS		
Make It Weird	0.487	73	77	28-22	8	7	4.2	The Hose	silent assassins		
Diamond Masters	0.460	69	81	24-26	6	9	5.0	The Pour House	misfits		
Misfits	0.460	69	81	17-33	5	10	4.9	The Hose	DIAMOND MASTERS		
Ball Busterz	0.453	68	82	23-27	6	9	4.1	HoHos Billiards	BYE		
Zero Fux Given	0.450	45	55	BYE	5	5	4.7	Bressler Club	RACK EM UP		
Rack Em Up	0.410	41	59	22-28	3	7	4.9	Angies Diner	zero fux given		
Chicks	0.373	56	94	20-30	5	10	4.9	Chicks Tavern	RICK'S REJECTS		
		900	900		90	90	4.7				

Division winner will receive a first round bye in 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		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
3 Recycles Remaining													
Angies													
6.0	Pete Mavropoulos	18	12	6.00	2	1	0.630	45	35	5.63	0	0	####
4.5	Kevin Joy	14	16	4.67	1	2	0.457	42	48	4.67	0	0	####
4.5	Miguel Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	28	32	4.67	0	0	####
4.0	Alfredo Cortes, CPT	24	16	6.00	2	2	0.640	63	57	5.25	0	0	####
4.0	Larry Keefe	12	8	6.00	2	0	0.620	41	59	4.10	0	0	####
4.0	Alex Knapp	4	6	4.00	0	1	0.390	40	50	4.44	0	0	####
3.0	Steve Shipp	1	9	1.00	0	1	0.060	52	48	5.20	0	0	####
3.0	Kevin Beathea	3	7	3.00	0	1	0.280	35	35	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.1	76	74	7	8							

3 Recycles Remaining

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	Jake Rodriguez	13	7	6.50	2	0	0.680	49	51	4.90	0
5.5	Mace Lockard	0	0	#DIV/0!	0	0	#DIV/0!	75	65	5.36	0	0	####
5.0	Kevin Altland	0	0	#DIV/0!	0	0	#DIV/0!	45	45	5.00	0	0	####
4.0	Will Etnoyer	4	6	4.00	0	1	0.390	30	30	5.00	0	0	####
3.5	Abbie Lee, CPT	14	16	4.67	1	2	0.457	84	96	4.67	0	0	####
3.5	Fallon Peters	20	20	5.00	2	2	0.500	0	0	####	0	0	####
3.0	Travis Shade, Co-CPT	15	15	5.00	1	2	0.500	87	83	5.12	0	0	####
2.5	Troy Hickey	2	18	1.00	0	2	0.020	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.1	68	82	6	9							

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	11	19	3.67	1	2	0.327	65	55	5.42	9
6.0	Frank Moore, CPT	1	9	1.00	0	1	0.060	31	19	6.20	0	0	####
5.5	Kevin Marroquin	7	13	3.50	1	1	0.320	44	46	4.89	1	9	1.00
5.5	Fred Brodbeck	1	9	1.00	0	1	0.060	56	54	5.09	4	6	4.00
5.0	Andrew Betts	3	7	3.00	0	1	0.280	34	36	4.86	0	0	####
4.5	Sam Hartley	4	6	4.00	0	1	0.390	45	45	5.00	11	9	5.50
4.5	Sean Gallagher	2	8	2.00	0	1	0.170	66	44	6.00	2	8	2.00
4.0	Brad Saksek	11	9	5.50	1	1	0.560	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	9	11	4.50	1	1	0.440	23	47	3.29	0	0	####
	Open Stats												
	Forfeits	7	3		1								
	Penalty Points												
AVERAGE HC		4.9	56	94	5	10							

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	6	4	6.00	1	0	0.610	39	31	5.57	12
7.0	Ron Straw	7	3	7.00	1	0	0.720	44	36	5.50	0	0	####
6.5	Josh Reynolds	0	0	#DIV/0!	0	0	#DIV/0!	32	38	4.57	0	0	####
6.0	Larry Fagan	18	12	6.00	1	2	0.630	46	44	5.11	7	13	3.50
4.5	Andy Ritter	2	18	1.00	0	2	0.020	38	52	4.22	0	0	####
4.0	Clarence Marsh, CPT	12	18	4.00	1	2	0.370	91	79	5.35	5	15	2.50
3.5	Robert Hurt	9	11	4.50	1	1	0.440	44	36	5.50	11	9	5.50
3.5	Stephanie Ozimac	15	15	5.00	1	2	0.500	60	40	6.00	11	9	5.50
2.5	Kerrin Lutz	0	0	#DIV/0!	0	0	#DIV/0!	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	69	81	6	9							

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
6.5	Mike Fisher	7	3	7.00	1	0	0.720	0	0	####	0	0	####
6.0	Kevin Villarreal, Co-CPT	14	16	4.67	1	2	0.457	65	75	4.64	0	0	####
5.5	Tim Meise, CPT	8	2	8.00	1	0	0.830	38	42	4.75	0	0	####
5.0	Josh Hughes	10	10	5.00	1	1	0.500	53	57	4.82	0	0	####
4.5	Joe Lahr	7	3	7.00	1	0	0.720	47	53	4.70	0	0	####
3.5	Mike Miller	19	11	6.33	2	1	0.673	41	49	4.56	0	0	####
3.5	Tim Meise Jr	10	10	5.00	1	1	0.500	41	39	5.13	0	0	####
3.0	Rick Lawson	7	13	3.50	1	1	0.320	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	82	68	9	6							

3 Recycles Remaining		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
		7.0	Steve Wood	6	14	3.00	0	2	0.260	40	30	5.71	6	14	3.00
		7.0	John Lamplugh	6	4	6.00	1	0	0.610	37	33	5.29	6	4	6.00
		6.5	Scott Gibson, CPT	6	4	6.00	1	0	0.610	53	37	5.89	8	12	4.00
		5.5	Brad Miller	15	5	7.50	2	0	0.800	66	44	6.00	15	5	7.50
		5.0	Tobe Toberman	6	4	6.00	1	0	0.610	39	51	4.33	6	4	6.00
		5.0	Bill Scharff	4	16	2.00	0	2	0.140	56	44	5.60	9	1	9.00
		4.0	Eric Snyder	8	2	8.00	1	0	0.830	40	30	5.71	1	9	1.00
		4.0	Doug Wagner	20	10	6.67	2	1	0.717	34	46	4.25	24	6	8.00
		3.5	John Linn	14	6	7.00	2	0	0.740	44	66	4.00	14	6	7.00
			Open Stats												
			Forfeits	0	0		0	0							
			Penalty Points												
AVERAGE HC		5.3	85	65	10	5									

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	15	5	7.50	2	0	0.800	74	56	5.69	15	5	7.50
6.5	Stan Kovich	11	9	5.50	1	1	0.560	52	38	5.78	9	1	9.00
5.5	Ed Hummel	0	0	#DIV/0!	0	0	#DIV/0!	55	55	5.00	0	0	####
5.0	Anthony Cressler, CPT	13	17	4.33	1	2	0.413	88	82	5.18	9	11	4.50
4.0	Scott Wallace	14	16	4.67	1	2	0.457	50	50	5.00	10	10	5.00
4.0	Kevin Miller	4	6	4.00	0	1	0.390	0	0	####	0	0	####
3.5	Aaron Neely	7	13	3.50	0	2	0.320	45	55	4.50	4	6	4.00
3.0	Crystal Johnson	5	15	2.50	0	2	0.200	72	68	5.14	5	15	2.50
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	69	81	5	10							

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
6.5	Jenn Kelly	9	1	9.00	1	0	0.940	50	50	5.00	4	6	4.00
6.0	Rick Boyer	11	19	3.67	0	3	0.327	52	68	4.33	7	3	7.00
5.5	Forrest Aeppli, CPT	7	3	7.00	1	0	0.720	36	44	4.50	0	0	####
5.0	Jim Roberts	8	2	8.00	1	0	0.830	61	49	5.55	1	9	1.00
5.0	John Hoffman	16	14	5.33	2	1	0.543	74	56	5.69	0	0	####
4.5	Carlos Olmeda	15	5	7.50	2	0	0.800	49	61	4.45	0	0	####
4.5	Dan Benson	4	6	4.00	0	1	0.390	60	40	6.00	7	3	7.00
3.5	Ellie Heinly, Co-Cpt	7	3	7.00	1	0	0.720	52	48	5.20	3	7	3.00
2.5	Emily Dauberman	7	3	7.00	1	0	0.720	32	48	4.00	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.8	84	66	9	6							

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	8	2	8.00	1	0	0.830	51	49	5.10	8	2	8.00
6.0	Rikki Johnson	10	10	5.00	1	1	0.500	62	58	5.17	4	6	4.00
6.0	Brian Hogentogler	3	7	3.00	0	1	0.280	67	43	6.09	0	0	####
5.5	Kelly Norris	0	0	#DIV/0!	0	0	#DIV/0!	31	49	3.88	0	0	####
4.5	Brian Minnich	6	14	3.00	0	2	0.260	64	56	5.33	1	9	1.00
4.5	Ed Croco, CPT	8	12	4.00	1	1	0.380	45	45	5.00	9	1	9.00
3.0	Jackie Croco	6	14	3.00	0	2	0.260	38	52	4.22	0	0	####
2.5	Tammy Norris	0	0	#DIV/0!	0	0	#DIV/0!	36	34	5.14	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	41	59	3	7							

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	7	13	3.50	1	1	0.320	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	7	3	7.00	1	0	0.720	40	30	5.71	6	4	6.00
4.5	Mike Canoy	10	10	5.00	1	1	0.500	79	51	6.08	3	7	3.00
4.0	Jen Mallon, CPT	8	12	4.00	1	1	0.380	33	47	4.13	0	0	####
3.5	Blaize Bowman	5	15	2.50	0	2	0.200	0	0	####	0	0	####
3.5	Betsy Goodman	14	6	7.00	2	0	0.740	36	54	4.00	3	7	3.00
3.5	Piper Hunt	4	6	4.00	0	1	0.390	41	39	5.13	0	0	####
3.5	Donnie Mull	10	10	5.00	1	1	0.500	0	0	####	0	0	####
3.0	Bob Cohan	8	2	8.00	1	0	0.830	30	30	5.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	73	77	8	7							

3 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
7.0	Steve Weaver	13	7	6.50	1	1	0.680	54	56	4.91	0	0	####
6.0	Justin Baird	11	9	5.50	1	1	0.560	59	51	5.36	0	0	####
5.5	Winston Beshore	28	12	7.00	3	1	0.780	75	75	5.00	0	0	####
5.0	Eric Van Selow	4	6	4.00	0	1	0.390	87	73	5.44	0	0	####
4.0	Tom Plasic	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	
3.5	Bo Bovidge	13	7	6.50	2	0	0.680	52	58	4.73	0	0	####
3.0	Tracy Klinger, CPT	10	10	5.00	1	1	0.500	31	49	3.88	0	0	####
3.0	Jess Cassner	6	14	3.00	0	2	0.260	59	61	4.92	0	0	####
3.0	Natalie Cassner	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	85	65	8	7							

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	8	2	8.00	1	0	0.830	36	34	5.14	0	0	####
6.5	James Shafer	7	3	7.00	1	0	0.720	55	65	4.58	0	0	####
5.5	Sean Grissinger	0	0	#DIV/0!	0	0	#DIV/0!	51	39	5.67	0	0	####
5.5	El Voughs	7	3	7.00	1	0	0.720	52	38	5.78	0	0	####
5.0	Mike Bretz	6	4	6.00	1	0	0.610	30	50	3.75	0	0	####
5.0	Paul Ramsey	12	8	6.00	2	0	0.620	39	41	4.88	0	0	####
4.5	Del Madden, CPT	6	4	6.00	1	0	0.610	39	41	4.88	0	0	####
3.5	Liz Christian, CO-CPT	9	11	4.50	1	1	0.440	63	57	5.25	0	0	####
3.0	Marcia Yost	9	1	9.00	1	0	0.940	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	64	36	9	1							

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	8	12	4.00	1	1	0.380	0	0	####	0	0	####
6.0	Terry Ballent	5	15	2.50	0	2	0.200	74	76	4.93	0	0	####
6.0	Chuck Miller	12	8	6.00	2	0	0.620	41	29	5.86	0	0	####
5.0	Tone Brubacher	0	0	#DIV/0!	0	0	#DIV/0!	48	72	4.00	0	0	####
4.0	Nick Ellis	0	0	#DIV/0!	0	0	#DIV/0!	54	86	3.86	0	0	####
4.0	James Dagenhart	0	0	#DIV/0!	0	0	#DIV/0!	43	67	3.91	0	0	####
3.5	Monica Reinngel	11	9	5.50	1	1	0.560	34	46	4.25	0	0	####
3.5	Jacqui Hiemstra, CPT	0	0	#DIV/0!	0	0	#DIV/0!	38	32	5.43	0	0	####
3.0	Duane Rider	9	11	4.50	1	1	0.440	38	32	5.43	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.7	45	55	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.

*****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

Projected Payouts

Tournament Champions	\$ 2,220
Tournament 2nd Place	\$ 1,120
Division Winner	\$ 180
Week 18 Winners (\$80 x 6)	\$ 480
Total Payouts	\$ 4,000

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.

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

Jenn Kelly	2
Liz Christian	
Larry Fagan	
Jake Rodriguez	

Break And Funs This Session

Jenn Kelly	2
El Voughs	2
Mike Canoy	
Liz Christian	
Larry Fagan	
Duck Nornhold	
Jake Rodriguez	
Steve Weaver	

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

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