

DUES ARE NOW \$9



9 Ball
Spring - Summer '24 (Filler)

Week 6 5/30/24

	Win %	Points		Last	Match		AVG HC	Home Location	Week 6 Matchups (5/30) Home Team is in CAPS
		F	A	Week	W	L			
Angies	0.580	116	84	29-21	14	6	4.25	Angies Diner	BALL BUSTERZ
Homeless Misfits	0.552	138	112	23-27	17	8	4.72	The Verhovay	CHICKS
Rick's Rejects	0.545	109	91	BYE	11	9	4.56	Dauphin Home Assoc	silent assassins
Chicks	0.532	133	117	29-21	14	11	4.94	Chicks Tavern	homeless misfits
Rack Em Up	0.532	133	117	27-23	14	11	5.00	Angies Diner	it don't matter
Make It Weird	0.512	128	122	21-29	13	12	4.56	The Hose	ZERO FUX GIVEN
Misfits	0.510	102	98	21-29	12	8	4.88	The Hose	9 ya business
Zero Fux Given	0.496	124	126	24-26	14	11	4.38	Bressler Club	make it weird
Diamond Masters	0.488	122	128	29-21	12	13	5.00	The Pour House	BYE
Silent Assassins	0.476	119	131	29-21	9	16	4.89	Gilligans on Eisenhowe	RICK'S REJECTS
9 Ya Business	0.440	88	112	21-29	6	14	4.83	HoHos Billiards	MISFITS
It Don't Matter	0.435	87	113	21-29	8	12	5.17	Marysville Moose	RACK EM UP
Ball Busterz	0.404	101	149	26-24	6	19	3.93	HoHos Billiards	angies
		1500	1500		150	150	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

HC	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Pete Mavropoulos	12	8	6.00	1	1	0.620	52	58	4.73	4	6	4.00
4.5	Kevin Joy	9	11	4.50	1	1	0.440	58	62	4.83	0	0	####
4.5	Alfredo Cortes, CPT	17	13	5.67	2	1	0.587	91	79	5.35	3	7	3.00
4.5	Alex Knapp	18	12	6.00	2	1	0.630	59	51	5.36	3	7	3.00
4.0	Larry Keefe	14	16	4.67	2	1	0.457	79	71	5.27	0	0	####
4.0	Ron John	19	11	6.33	3	0	0.673	35	35	5.00	0	0	####
3.5	Steve Shipp	23	7	7.67	3	0	0.847	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												
AVERAGE HC		4.25	116	84				14	6				

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	10	10	5.00	1	1	0.500	41	39	5.13	0	0	####
5.5	Justin Baird, CPT	16	4	8.00	2	0	0.860	63	77	4.50	0	0	####
5.5	Winston Beshore	17	13	5.67	2	1	0.587	79	71	5.27	0	0	####
5.0	Eric Van Selow	6	4	6.00	1	0	0.610	25	45	3.57	0	0	####
4.0	Bruce Wright	17	3	8.50	2	0	0.920	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	10	10	5.00	1	1	0.500	35	45	4.38	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.56	109	91			11	9					

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	10	10	5.00	1	1	0.500	57	43	5.70	15	5	7.50
6.5	James Shafer	10	10	5.00	1	1	0.500	49	51	4.90	2	8	2.00
6.0	El Voughs	19	11	6.33	2	1	0.673	44	46	4.89	15	5	7.50
5.0	Mike Bretz	6	14	3.00	0	2	0.260	40	30	5.71	0	0	####
5.0	Paul Ramsey	20	20	5.00	1	3	0.500	54	56	4.91	13	7	6.50
4.5	Del Madden, CPT	15	15	5.00	1	2	0.500	41	49	4.56	8	2	8.00
4.0	Ryan Trafecanty	21	19	5.25	2	2	0.535	45	35	5.63	10	10	5.00
3.0	Liz Christian, CO-CPT	12	18	4.00	1	2	0.370	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												
AVERAGE HC		4.89	119	131			9	16					

3 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	26	14	6.50	4	0	0.710	83	67	5.53	6	4	6.00
5.5	Terry Ballent	15	25	3.75	1	3	0.325	26	44	3.71	2	8	2.00
5.0	Tone Brubacher	25	25	5.00	3	2	0.500	79	61	5.64	4	6	4.00
4.0	James Dagenhart	18	12	6.00	2	1	0.630	53	47	5.30	0	0	####
3.5	Nick Ellis	28	22	5.60	3	2	0.590	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	12	28	3.00	1	3	0.220	45	45	5.00	4	6	4.00
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												
AVERAGE HC		4.38	124	126			14	11					

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

Scott Gibson

Break And Funs This Session

Mike Fisher	3
Shawn Hoerner	2
Kevin Villarreal	2
Terry Ballent	
Chet Denmark	
Scott Gibson	
Pete Mavropoulos	
Devan Retherford	
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.....

(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

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