



9 Ball
Summer Fall '23 (Filler)

Week 6 8/31/23

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 6 Opponent Home Team if in CAPS
		F	A		W	L			
Rack Em Up	0.548	137	113	29-21	14	11	4.7	Angies Diner	ZERO FUX GIVEN
Chicks	0.545	109	91	24-26	12	8	5.0	Chicks Tavern	BALL BUSTERZ
The Rack Raptors	0.544	136	114	28-22	15	10	4.2	The Hose	silent assassins
Ball Busterz	0.540	135	115	27-23	15	10	4.4	HoHos Billiards	chicks
It Don't Matter	0.515	103	97	32-18	12	8	5.1	Marysville Moose	diamond masters
9 Ya Business	0.508	127	123	26-24	13	12	5.1	HoHos Billiards	BYE
Rick's Rejects	0.500	125	125	26-24	13	12	4.6	Dauphin Home Assoc	misfits
Diamond Masters	0.492	123	127	22-28	12	13	4.9	The Pour House	IT DON'T MATTER
Misfits	0.490	98	102	BYE	9	11	5.1	The Hose	RICK'S REJECTS
Zero Fux Given	0.484	121	129	24-26	12	13	4.3	Bressler Club	rack em up
Angies	0.450	90	110	18-32	8	12	4.4	Angies Diner	homeless misfits
Homeless Misfits	0.444	111	139	21-29	9	16	5.0	The Verhovay	ANGIES
Silent Assassins	0.425	85	115	23-27	6	14	4.9	Gilligans on Eisenhowe	THE RACK RAPTORS
		1500	1500		150	150	4.7		

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	4	6	4.00	0	1	0.390	33	37	4.71	0	0	####
6.0	Pete Mavropoulos	9	11	4.50	1	1	0.440	59	71	4.54	0	0	####
5.0	Kevin Joy	4	6	4.00	0	1	0.390	65	65	5.00	0	0	####
4.5	Ricky Wright	14	16	4.67	1	2	0.457	8	12	4.00	0	0	####
4.0	Alfredo Cortes, CPT	16	14	5.33	2	1	0.543	69	91	4.31	0	0	####
4.0	Larry Keefe	18	22	4.50	1	3	0.430	95	75	5.59	0	0	####
3.5	Alex Knapp	2	18	1.00	0	2	0.020	0	0	####	0	0	####
3.0	Steve Shipp	17	13	5.67	2	1	0.587	56	64	4.67	0	0	####
3.0	Kevin Beathea	6	4	6.00	1	0	0.610	34	26	5.67	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	90	110	0	8	12						

2 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Ball Busterz	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
6.0	Chet Denmark	13	7	6.50	2	0	0.680	34	66	3.40	0	0	####
5.5	Mace Lockard	29	21	5.80	3	2	0.620	49	81	3.77	0	0	####
5.0	Kevin Altland	25	25	5.00	3	2	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	####
4.0	Chad Sweisfort	6	14	3.00	0	2	0.260	0	0	####	0	0	####
3.5	Abbie Lee, CPT	33	27	5.50	4	2	0.580	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	29	21	5.80	3	2	0.620	81	109	4.26	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	135	115	0	15	10						

								Last Session Points			Recent Postseason PPM		
HC	Chicks	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.0	Bruce Lenker	12	18	4.00	0	3	0.370	80	80	5.00	8	12	4.00
6.0	Kevin Marroquin	20	10	6.67	3	0	0.717	69	51	5.75	21	9	7.00
5.5	Fred Brodbeck	18	22	4.50	2	2	0.430	73	77	4.87	14	16	4.67
5.5	Frank Moore, CPT	8	2	8.00	1	0	0.830	61	39	6.10	0	0	####
5.0	Andrew Betts	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
4.5	Sam Hartley	16	14	5.33	2	1	0.543	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	18	12	6.00	2	1	0.630	47	53	4.70	14	6	7.00
3.5	Brad Saksek	17	13	5.67	2	1	0.587	60	60	5.00	9	11	4.50
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	109	91	0	12	8						

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Diamond Masters	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Duck Nornhold	4	6	4.00	0	1	0.390	44	26	6.29	0	0	####
6.5	Ron Straw	17	13	5.67	2	1	0.587	33	37	4.71	0	0	####
6.5	Josh Reynolds	22	18	5.50	3	1	0.570	65	35	6.50	0	0	####
5.5	Larry Fagan	16	14	5.33	2	1	0.543	26	44	3.71	0	0	####
5.0	Andy Ritter	9	21	3.00	0	3	0.240	39	51	4.33	0	0	####
4.0	Clarence Marsh, CPT	28	32	4.67	3	3	0.447	66	84	4.40	0	0	####
3.5	Robert Hurt	8	2	8.00	1	0	0.830	34	36	4.86	0	0	####
3.0	Stephanie Ozimac	8	2	8.00	1	0	0.830	71	69	5.07	0	0	####
2.5	Kerrin Lutz	11	19	3.67	0	3	0.327	59	81	4.21	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	123	127	0	12	13						

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	12	18	4.00	1	2	0.370	76	64	5.43	3	7	3.00
6.0	Mark Schwentker	20	20	5.00	2	2	0.500	55	65	4.58	3	7	3.00
5.5	Tim Meise, CPT	8	12	4.00	0	2	0.380	49	41	5.44	0	0	####
5.5	Josh Hughes	23	17	5.75	3	1	0.605	75	45	6.25	7	3	7.00
5.0	Joe Lahr	16	24	4.00	1	3	0.360	68	42	6.18	3	7	3.00
3.5	Rick Lawson	12	18	4.00	1	2	0.370	64	56	5.33	0	0	####
3.5	Tim Meise Jr	6	14	3.00	0	2	0.260	53	27	6.63	2	8	2.00
	Open Stats	14	16		1	2							
	Forfeits												
	Penalty Points												
AVERAGE HC		5.0	111	139	0	9	16						

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	11	9	5.50	1	1	0.560	40	30	5.71	0	0	####
7.0	John Lamplugh	6	4	6.00	1	0	0.610	50	40	5.56	7	3	7.00
6.5	Scott Gibson, CPT	20	10	6.67	3	0	0.717	62	58	5.17	8	2	8.00
5.0	Tobe Toberman	6	14	3.00	1	1	0.260	53	57	4.82	2	8	2.00
5.0	Brad Miller	23	7	7.67	3	0	0.847	53	67	4.42	0	0	####
4.5	Bill Scharff	11	9	5.50	1	1	0.560	54	56	4.91	0	0	####
4.0	Eric Snyder	4	6	4.00	0	1	0.390	47	33	5.88	3	7	3.00
3.5	John Linn	10	20	3.33	1	2	0.283	45	35	5.63	4	6	4.00
3.5	Doug Wagner	12	18	4.00	1	2	0.370	60	50	5.45	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	103	97	0	12	8						

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	21	9	7.00	3	0	0.760	87	43	6.69	16	14	5.33
6.5	Stan Kovich	13	7	6.50	2	0	0.680	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	7	13	3.50	0	2	0.320	38	32	5.43	3	7	3.00
5.0	Anthony Cressler, CPT	17	23	4.25	1	3	0.395	89	91	4.94	19	11	6.33
4.0	Scott Wallace	13	17	4.33	1	2	0.413	52	68	4.33	10	10	5.00
4.0	Aaron Neely	3	7	3.00	0	1	0.280	56	44	5.60	0	0	####
2.5	Crystal Johnson	17	23	4.25	1	3	0.395	53	57	4.82	18	12	6.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	98	102	0	9	11						

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	29	21	5.80	3	2	0.620	35	35	5.00	0	0	####
6.0	Justin Baird	14	6	7.00	2	0	0.740	67	43	6.09	0	0	####
5.0	Winston Beshore	18	22	4.50	2	2	0.430	65	65	5.00	0	0	####
4.5	Eric Van Selow	23	27	4.60	2	3	0.440	45	35	5.63	0	0	####
3.5	Tracy Klinger, CPT	9	21	3.00	0	3	0.240	52	68	4.33	0	0	####
3.5	Bo Bovidge	20	20	5.00	2	2	0.500	63	47	5.73	0	0	####
3.0	Jess Cassner	12	8	6.00	2	0	0.620	21	39	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	125	125	0	13	12						

3 Recycles Remaining		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	0	####		
6.5	James Shafer	13	27	3.25	0	4	0.255	63	57	5.25	0	0	####		
5.5	Sean Grissinger	16	14	5.33	2	1	0.543	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	El Voughs	6	4	6.00	1	0	0.610	0	0	####	0	0	####		
5.0	Paul Ramsey	12	8	6.00	1	1	0.620	59	51	5.36	0	0	####		
4.5	Del Madden, CPT	3	7	3.00	0	1	0.280	41	59	4.10	0	0	####		
3.0	Liz Christian, CO-CPT	24	26	4.80	2	3	0.470	45	55	4.50	0	0	####		
2.5	Emily Dauberman	5	15	2.50	0	2	0.200	54	56	4.91	2	8	2.00		
	Open Stats														
	Forfeits														
	Penalty Points														
AVERAGE HC		4.9	85	115	0	6	14								

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
5.5	Chuck Miller	19	11	6.33	3	0	0.673	43	37	5.38	8	2	8.00
5.5	Terry Ballent	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
5.5	Tone Brubacher	24	26	4.80	2	3	0.470	90	50	6.43	4	6	4.00
4.0	Nick Ellis	31	19	6.20	4	1	0.680	75	65	5.36	0	0	####
4.0	James Dagenhart	22	28	4.40	1	4	0.410	43	57	4.30	0	0	####
3.5	Monica Reinengal	11	19	3.67	1	2	0.327	53	47	5.30	0	0	####
3.0	Duane Rider	5	15	2.50	0	2	0.200	56	54	5.09	0	0	####
3.0	Jacqui Hiemstra, CPT	6	4	6.00	1	0	0.610	33	47	4.13	2	8	2.00
	Open Stats	3	7		0	1							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.3	121	129	0	12	13						

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

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

Robert Hurt
Rikki Johnson

Break And Funs This Session

Forrest Aeppli
Rick Boyer
Scott Gibson
Robert Hurt
Rikki Johnson
Stan Kovich
Joe Lahr
Brad Miller
Josh Reynolds
Steve Wood

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

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

$$(6.22 + (22 * .05)) / 10 =$$

$$(6.22 + 1.1) / 10 = \mathbf{.732}$$