

## 9 Ball Spring '25 (Filler)

Week 6 3/13/25

	•	Poi	nts	Last	Ма	tch	AVG		Week 6 Matchups (3/13/25)
	Win %	F	Α	Week	W	L	НС	Home Location	Home Team is in CAPS
Anything	0.580	116	84	27-23	13	7	4.56	Dauphin Home Assoc	HOMELESS MISFITS
Zero Fux Given	0.560	140	110	23-27	16	9	4.56	The Dutch Club	silent assassins
Rack Em Up	0.550	110	90	28-22	11	9	4.94	Angies Diner	9 YA BUSINESS
9 Ya Business	0.536	134	116	38-12	13	12	4.50	Roadhouse Café	rack em up
Silent Assassins	0.535	107	93	26-24	12	8	5.00	Gilligans on Eisenhower	ZERO FUX GIVEN
Angies	0.504	126	124	32-18	13	12	4.89	Angies Diner	it don't matter
Make It Weird	0.492	123	127	18-32	13	12	4.50	The Hose	BYE
Homeless Misfits	0.468	117	133	22-28	8	17	4.44	The Verhovay	anything
It Don't Matter	0.460	92	108	12-38	10	10	4.94	Marysville Moose	ANGIES
Chicks	0.420	84	116	BYE	7	13	4.78	Chicks	misfits
Misfits	0.404	101	149	24-26	9	16	5.19	The Hose	CHICKS
		1250	1250		125	125	4.76		

Top 2 Seeds will receive first round byes 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.

		Poi	nts	Average	Ma	tch	MVP		t Ses		Posts	ecent season rmance
HC	Angies	F	Α	PPM	W	L	Score	F	Α	AVG	F	Α
7.0	Ian Michels	12	8	6.00	1	1	0.620	0	0	####	0	0
6.0	Jaafar Nabaoui	6	14	3.00	1	1	0.260	45	45	5.00	0	0
5.5	Pete Mavropoulos	0	0	#DIV/0!	0	0	#DIV/0!	16	24	4.00	0	0
5.5	Kevin Joy	31	9	7.75	4	0	0.885	72	48	6.00	7	3
5.0	Alex Knapp	20	20	5.00	2	2	0.500	55	55	5.00	8	2
4.5	Alfredo Cortes, CPT	18	32	3.60	1	4	0.290	85	55	6.07	3	7
4.0	Larry Keefe	0	0	#DIV/0!	0	0	#DIV/0!	36	54	4.00	0	0
3.5	Ron John	18	22	4.50	2	2	0.430	54	66	4.50	4	6
3.0	Steve Shipp	21	19	5.25	2	2	0.535	58	52	5.27	3	7
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVEI	RAGE HC 4.89	126	124		13	12						

3 Re	cycles Remaining									t Ses		Posts	cent season
	Objete		Po	ints	Average	Ma	tch	MVP	ı	Point	S	Perfor	rmance
HC	Chicks		F	Α	PPM	W	L	Score	F	Α	AVG	F	Α
6.5	Bruce Lenker		18	12	6.00	2	1	0.630	31	39	4.43	0	0
6.0	Fred Brodbeck		13	27	3.25	1	3	0.255	55	45	5.50	0	0
6.0	Frank Moore, CPT		4	6	4.00	0	1	0.390	42	38	5.25	0	0
6.0	Kevin Marroquin		15	5	7.50	2	0	0.800	46	44	5.11	0	0
5.5	Sean Gallagher		0	0	#DIV/0!	0	0	#DIV/0!	50	40	5.56	0	0
4.5	Andrew Betts		16	24	4.00	1	3	0.360	62	58	5.17	0	0
4.0	Brad Saksek		5	15	2.50	0	2	0.200	33	37	4.71	0	0
2.5	Quinn Gallagher		2	8	2.00	0	1	0.170	14	26	3.50	0	0
2.0	Beth Driver		11	19	3.67	1	2	0.327	33	47	4.13	0	0
	Open Stats		0	0		0	0						
	Forfeits		0	0		0	0						
	Penalty Points												
AVE	RAGE HC 4.	.78	84	116		7	13						

			Poi	nts	Average	Ма	tch	MVP		t Ses Points		Posts	cent season mance
HC	Homeless Misfit	S	F	Α	PPM	W	L	Score	F	Α	AVG	F	Α
6.5	Mike Fisher		14	16	4.67	1	2	0.457	60	60	5.00	0	0
5.5	Kevin Villarreal, Co-CPT		17	33	3.40	0	5	0.260	64	76	4.57	0	0
5.5	Tim Meise, CPT		23	7	7.67	3	0	0.847	30	50	3.75	0	0
5.0	Josh Hughes		22	18	5.50	2	2	0.570	70	60	5.38	0	0
4.0	Rodney Cocker		13	17	4.33	1	2	0.413	0	0	####	0	0
4.0	Bruce Brockman		9	21	3.00	0	3	0.240	47	33	5.88	0	0
3.5	Tim Meise Jr		4	6	4.00	0	1	0.390	29	21	5.80	0	0
3.0	Becky Reneker		12	8	6.00	1	1	0.620	32	48	4.00	0	0
3.0	Rick Lawson		3	7	3.00	0	1	0.280	55	35	6.11	0	0
	Open Stats		0	0		0	0						
	Forfeits												
	Penalty Points												
AVE	RAGE HC	4.44	117	133		8	17						

	11 D 11 M 11	Po	ints	Average	N	atch	MVP		t Ses Point		Posts	cent season rmance
HC	It Don't Matter	F	Α	PPM	W	L	Score	F	Α	AVG	F	Α
7.5	Steve Wood	6	4	6.00	1	0	0.610	0	0	####	0	0
7.0	Scott Gibson, CPT	5	15	2.50	0	2	0.200	46	34	5.75	0	0
6.0	Brad Miller	21	19	5.25	3	1	0.535	62	58	5.17	6	4
5.0	Bill Scharff	13	17	4.33	1	2	0.413	74	76	4.93	3	7
4.5	Adam Brody	11	19	3.67	1	2	0.327	0	0	####	0	0
4.5	Eric Snyder	6	4	6.00	1	0	0.610	61	29	6.78	6	4
4.0	John Linn	10	10	5.00	1	1	0.500	47	53	4.70	3	7
3.0	Doug Wagner	17	13	5.67	2	1	0.587	34	36	4.86	0	0
3.0	Tracy Klinger	0	0	#DIV/0!	0	0	#DIV/0!	51	39	5.67	0	0
	Open Stats	3	7		0	1						
	Forfeits	0	0		0	0						
	Penalty Points											
<b>AVEI</b>	RAGE HC 4.94	92	108		10	10						

	N. 41 - 614		Poi	nts	Average	Ма	tch	MVP		t Ses		Posts	cent season mance
HC	Misfits		F	Α	PPM	W	L	Score	F	Α	AVG	F	Α
7.5	Ed Kearney		10	10	5.00	1	1	0.500	49	41	5.44	3	7
6.0	Dakota Miller		10	20	3.33	0	3	0.283	44	36	5.50	2	8
6.0	Chas Foltz		9	11	4.50	1	1	0.440	49	51	4.90	1	9
5.5	Anthony Cressler, CPT		14	16	4.67	2	1	0.457	63	47	5.73	7	3
4.5	Brian Minnich		12	18	4.00	1	2	0.370	55	55	5.00	0	0
4.5	Scott Wallace		24	26	4.80	3	2	0.470	51	69	4.25	9	11
4.0	Kevin Miller		10	20	3.33	0	3	0.283	38	42	4.75	10	10
3.5	Crystal Johnson		12	28	3.00	1	3	0.220	65	35	6.50	8	12
	Open Stats		0	0		0	0						
	Forfeits	·						·					
	Penalty Points	·						·					
AVE	RAGE HC	5.19	101	149		9	16	·					

	0.1/. D		Poi	nts	Average	Ма	tch	MVP		t Ses Point		Posts	cent season rmance
HC	9 Ya Business		F	Α	PPM	W	L	Score	F	Α	AVG	F	Α
6.5	Jenn Kelly		13	17	4.33	1	2	0.413	41	49	4.56	0	0
6.5	Rick Boyer		16	14	5.33	1	2	0.543	53	47	5.30	0	0
5.5	Forrest Aeppli		18	12	6.00	2	1	0.630	23	37	3.83	0	0
4.5	Jim Roberts		24	6	8.00	3	0	0.890	46	74	3.83	0	0
4.5	John Hoffman		13	17	4.33	1	2	0.413	45	55	4.50	0	0
4.0	Carlos Olmeda		14	16	4.67	2	1	0.457	31	39	4.43	0	0
3.5	Ellie Heinly, Co-Cpt		12	8	6.00	1	1	0.620	32	38	4.57	0	0
3.0	Jeremy Driver		13	17	4.33	1	2	0.413	52	58	4.73	0	0
2.5	Emily Dauberman		11	9	5.50	1	1	0.560	33	47	4.13	0	0
	Open Stats												
	Forfeits		0	0		0	0						
	Penalty Points												
AVE	RAGE HC	4.50	134	116		13	12						

НС	Rack Em Up		Poi F	nts	Average PPM	Mat W	tch	MVP Score		t Ses Points A		Posts	cent eason mance A
7.5	John Hedgepath		22	8	7.33	3	0	0.803	56	34	6.22	23	7
7.0	Rikki Johnson		19	11	6.33	2	1	0.673	54	26	6.75	13	7
6.0	Brian Hogentogler		11	9	5.50	1	1	0.560	36	44	4.50	0	0
5.5	Kelly Norris		10	10	5.00	1	1	0.500	41	39	5.13	6	4
4.5	Ed Croco, CPT		6	14	3.00	0	2	0.260	52	48	5.20	2	8
4.5	Jack Jimmink		7	3	7.00	1	0	0.720	46	44	5.11	3	7
4.5	Paul McMichael		15	15	5.00	1	2	0.500	70	50	5.83	11	19
3.0	Tammy Norris		8	12	4.00	1	1	0.380	24	26	4.80	0	0
2.0	Jackie Croco		12	8	6.00	1	1	0.620	35	65	3.50	21	9
	Open Stats												
	Forfeits		0	0		0	0						
	Penalty Points												
<b>AVE</b>	RAGE HC	4.94	110	90		11	9						

	N.A. 1. 16.3A/ * 1		Poi	nts	Average	Ма	tch	MVP		t Ses Point		Posts	cent season rmance
HC	Make It Weird		F	Α	PPM	W	L	Score	F	Α	AVG	F	Α
7.0	Devan Retherford		13	7	6.50	2	0	0.680	31	49	3.88	0	0
5.5	Bob Vogelsong		0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
5.0	Mike Canoy		21	29	4.20	2	3	0.380	66	64	5.08	0	0
4.0	Steve Hunter		14	16	4.67	1	2	0.457	0	0	####	0	0
4.0	Bob Cohan		10	10	5.00	1	1	0.500	41	59	4.10	0	0
4.0	Rick Johnson		20	20	5.00	2	2	0.500	61	59	5.08	0	0
4.0	Betsy Goodman		16	14	5.33	2	1	0.543	54	56	4.91	0	0
3.5	Jen Mallon, CPT		13	27	3.25	1	3	0.255	82	68	5.47	0	0
3.5	Blaize Bowman		16	4	8.00	2	0	0.860	40	70	3.64	0	0
	Open Stats												
	Forfeits												
	Penalty Points												
AVE	RAGE HC	4.50	123	127		13	12						

	<b>A</b>		Poi	nts	Average	Mat	tch	MVP		t Ses		Posts	cent season rmance
HC	Anything		F	Α	PPM	W	L	Score	F	Α	AVG	F	Α
7.5	Tony Balsimo		7	3	7.00	1	0	0.720	0	0	####	0	0
6.0	Justin Baird, CPT		20	10	6.67	3	0	0.717	49	51	4.90	7	3
5.0	Winston Beshore		12	18	4.00	1	2	0.370	73	57	5.62	1	9
5.0	Denis Welker		13	17	4.33	1	2	0.413	55	55	5.00	0	0
4.5	Tom Plasic, Co-CPT		19	11	6.33	2	1	0.673	72	48	6.00	0	0
4.0	Rich Long		8	2	8.00	1	0	0.830	40	50	4.44	0	0
3.0	Bo Bovidge		12	8	6.00	1	1	0.620	54	56	4.91	1	9
3.0	Jason Wert		10	10	5.00	1	1	0.500	31	39	4.43	7	3
3.0	Jess Cassner		15	5	7.50	2	0	0.800	46	44	5.11	0	0
	Open Stats												
	Forfeits		0	0		0	0						
	Penalty Points												
AVE	RAGE HC	4.56	116	84		13	7						

3 Re	ecycles Remaining		Poi	nte	Average	Mat	ch	MVP		t Ses		Posts	cent season rmance
НС	Silent Assassin	S	F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Kevin Bryner		6	4	6.00	1	0	0.610	27	43	3.86	0	0
6.5	James Shafer		6	4	6.00	1	0	0.610	38	32	5.43	7	3
6.0	El Voughs		24	16	6.00	3	1	0.640	52	58	4.73	4	6
5.5	Paul Ramsey		21	19	5.25	2	2	0.535	37	43	4.63	0	0
5.0	Del Madden, CPT		4	6	4.00	0	1	0.390	45	35	5.63	0	0
4.5	Mike Bretz		6	14	3.00	0	2	0.260	48	42	5.33	3	7
4.5	Ryan Trafecanty		16	14	5.33	2	1	0.543	80	60	5.71	6	4
3.5	Liz Christian, CO-CPT		15	5	7.50	2	0	0.800	47	53	4.70	0	0
3.0	Marcia Yost		9	11	4.50	1	1	0.440	60	50	5.45	3	7
	Open Stats												
	Forfeits												
	Penalty Points												
AVE	RAGE HC	5.00	107	93		12	8						

3 Re	cycles Remaining		Poi	ints	Average	Mat	tch	MVP		t Ses		Posts	cent eason mance
НС	Zero Fux Giver	1	F	A	PPM	W	L	Score	F	А	AVG	F	A
7.5	Shawn Hoerner		23	27	4.60	2	3	0.440	82	68	5.47	13	17
5.0	Terry Ballent		0	0	#DIV/0!	0	0	#DIV/0!	35	35	5.00	0	0
5.0	Jose Soto		29	21	5.80	4	1	0.620	57	53	5.18	20	10
5.0	Tone Brubacher		21	9	7.00	3	0	0.760	33	47	4.13	13	7
4.5	James Dagenhart		22	18	5.50	2	2	0.570	61	39	6.10	12	8
3.5	Nick Ellis		24	16	6.00	3	1	0.640	77	93	4.53	10	10
3.5	Monica Reinnagel		21	19	5.25	2	2	0.535	73	67	5.21	18	12
2.5	Jacqui Hiemstra,CPT		0	0	#DIV/0!	0	0	#DIV/0!	12	8	6.00	0	0
	Open Stats		0	0		0	0						
	Forfeits		0	0		0	0	<u> </u>					
	Penalty Points				·								
AVE	RAGE HC	4.56	140	110	·	16	9						

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 a team names a "Blind" (not literal) player, the opposing team 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. Not 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 regular session or in postseason. The "seeding" round is the last week of the regular 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, the team that wins at least 3 individual matches wins the tiebreaker).
Week 18 is a "pay to play" week like all other matches during the regular session.

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...

Any team that forfeits an individual match will receive 0 points for that match and must pay the \$18 for that match. The \$18 includes the \$9 for the opposing team that is benefitting from the forfeit.

The team that benefits from a forfeit will receive 7 "points for" and 3 "points against" and will not have to pay for a forfeit win.

The rationale for this is that it is 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.

**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
 \$ 2,000

 Tournament 2nd Place
 \$ 1,300

 Division Winner
 \$ 250

 Week 18 Winners (\$90 x 5)
 \$ 450

 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 switches teams during the session, the league will at its discretion determine if that player can shoot in postseason for the team that it finished the session with. The league office may also force that player to play at a higher handicap for postseason.

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. 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.. Charlotte is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, she decides she wants to play for the team that is in first place. The league office can bring Charlotte back on to the first place team at whatever skill level it deems necessary to maintain integrity within the league.

Break And Funs This Week	Break And Funs This S	Break And Funs This Session		
John Hedgepath	Shawn Hoerner Bruce Lenker	2 2		
	John Hedgepath			

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.....

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( Average PPM+ ( ( Points For - Points Against )*.05 ) )/10
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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 = (6.22+1.1)/10 = .732
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