



9 Ball  
Spring '25 (Filler)

Week 7 3/20/25

	Win %	Points		Last	Match		AVG	Home Location	Week 7 Matchups (3/20/25)	
		F	A	Week	W	L			HC	Home Team is in
Anything	<b>0.584</b>	146	104	30-20	16	9	4.61	Dauphin Home Assoc	silent assassins	
9 Ya Business	<b>0.553</b>	166	134	32-18	17	13	4.61	Roadhouse Café	HOMELESS MISFITS	
Silent Assassins	<b>0.540</b>	135	115	28-22	15	10	<b>5.06</b>	Gilligans on Eisenhower	ANYTHING	
Zero Fux Given	<b>0.540</b>	162	138	22-28	18	12	4.44	The Dutch Club	MISFITS	
Rack Em Up	<b>0.512</b>	128	122	18-32	12	13	4.94	Angies Diner	IT DON'T MATTER	
Make It Weird	<b>0.492</b>	123	127	BYE	13	12	4.50	The Hose	CHICKS	
It Don't Matter	<b>0.492</b>	123	127	31-19	14	11	5.00	Marysville Moose	rack em up	
Angies	<b>0.483</b>	145	155	19-31	14	16	4.89	Angies Diner	BYE	
Chicks	<b>0.464</b>	116	134	32-18	12	13	4.72	Chicks	make it weird	
Homeless Misfits	<b>0.457</b>	137	163	20-30	10	20	4.39	The Verhovay	9 ya business	
Misfits	<b>0.397</b>	119	181	18-32	9	21	<b>5.19</b>	The Hose	zero fux given	
		1500	1500		150	150	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.

HC	Angies	Points		Average	Match		MVP	Last Session			Recent Postseason Performance	
		F	A		PPM	W		L	Score	F	A	AVG
7.0	Ian Michels	15	15	5.00	1	2	0.500	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	39	11	7.80	5	0	0.920	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	21	39	3.50	1	5	0.260	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	21	29	4.20	2	3	0.380	54	66	4.50	4	6
3.0	Steve Shipp	23	27	4.60	2	3	0.440	58	52	5.27	3	7
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		4.89	145	155		14	16					

**2 Recycles Remaining**

HC	Chicks	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Bruce Lenker	24	16	6.00	3	1	0.640	31	39	4.43	0	0
6.0	Fred Brodbeck	21	29	4.20	2	3	0.380	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
5.0	Dave Lavendier	6	4	6.00	1	0	0.610	0	0	####	0	0
4.5	Andrew Betts	16	24	4.00	1	3	0.360	62	58	5.17	0	0
4.0	Brad Saksek	17	23	4.25	2	2	0.395	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											
<b>AVERAGE HC</b>		4.72	116	134	12	13						

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
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	24	16	6.00	3	1	0.640	30	50	3.75	0	0
5.0	Josh Hughes	31	19	6.20	3	2	0.680	70	60	5.38	0	0
4.0	Bruce Brockman	15	25	3.75	1	3	0.325	47	33	5.88	0	0
3.5	Rodney Cocker	14	26	3.50	1	3	0.290	0	0	####	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	15	15	5.00	1	2	0.500	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											
<b>AVERAGE HC</b>		4.39	137	163	10	20						

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Steve Wood	13	7	6.50	2	0	0.680	0	0	####	0	0
7.0	Scott Gibson, CPT	7	23	2.33	0	3	0.153	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	18	22	4.50	2	2	0.430	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	17	13	5.67	2	1	0.587	47	53	4.70	3	7
3.5	Tracy Klinger	8	2	8.00	1	0	0.830	51	39	5.67	0	0
3.0	Doug Wagner	17	13	5.67	2	1	0.587	34	36	4.86	0	0
	Open Stats	3	7		0	1						
	Forfeits	0	0		0	0						
	Penalty Points											
<b>AVERAGE HC</b>		5.00	123	127	14	11						

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.5	Ed Kearney	14	16	4.67	1	2	0.457	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	16	24	4.00	2	2	0.360	63	47	5.73	7	3
4.5	Brian Minnich	16	24	4.00	1	3	0.360	55	55	5.00	0	0
4.5	Scott Wallace	28	32	4.67	3	3	0.447	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	16	34	3.20	1	4	0.230	65	35	6.50	8	12
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.19	119	181	9	21						

HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	Jenn Kelly	14	26	3.50	1	3	0.290	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
5.0	Jim Roberts	33	7	8.25	4	0	0.955	46	74	3.83	0	0
4.5	John Hoffman	19	21	4.75	2	2	0.465	45	55	4.50	0	0
4.0	Carlos Olmeda	21	19	5.25	3	1	0.535	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
3.0	Emily Dauberman	20	10	6.67	2	1	0.717	33	47	4.13	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.61	166	134	17	13						

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	L		W	L		F	A	AVG	F	A
7.5	John Hedgepath	31	9	7.75	4	0	0.885	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	11	19	3.67	1	2	0.327	41	39	5.13	6	4
4.5	Ed Croco, CPT	9	21	3.00	0	3	0.240	52	48	5.20	2	8
4.5	Jack Jimmink	11	9	5.50	1	1	0.560	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	13	17	4.33	1	2	0.413	35	65	3.50	21	9
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.94	128	122	12	13						

HC	Make It Weird	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
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											
AVERAGE HC		4.50	123	127	13	12						

HC	Anything	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Tony Balsimo	16	4	8.00	2	0	0.860	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	20	20	5.00	2	2	0.500	72	48	6.00	0	0
4.5	Rich Long	17	3	8.50	2	0	0.920	40	50	4.44	0	0
3.0	Bo Bovidge	19	11	6.33	2	1	0.673	54	56	4.91	1	9
3.0	Jason Wert	14	16	4.67	1	2	0.457	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											
AVERAGE HC		4.61	146	104	16	9						

3 Recycles Remaining		HC	Silent Assassins	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance	
				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	12	8	6.00	2	0	0.620	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	24	26	4.80	2	3	0.470	37	43	4.63	0	0
		5.0	Del Madden, CPT	8	12	4.00	0	2	0.380	45	35	5.63	0	0
		5.0	Ryan Trafecanty	25	15	6.25	3	1	0.675	80	60	5.71	6	4
		4.5	Mike Bretz	6	14	3.00	0	2	0.260	48	42	5.33	3	7
		3.5	Liz Christian, CO-CPT	21	9	7.00	3	0	0.760	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											
AVERAGE HC		5.06	135	115	15	10								

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Zero Fux Given	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Shawn Hoerner	27	33	4.50	2	4	0.420	82	68	5.47	13	17
5.0	Jose Soto	35	25	5.83	5	1	0.633	57	53	5.18	20	10
5.0	Tone Brubacher	28	12	7.00	4	0	0.780	33	47	4.13	13	7
4.5	James Dagenhart	23	27	4.60	2	3	0.440	61	39	6.10	12	8
4.0	Ezequiel Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
3.5	Nick Ellis	28	22	5.60	3	2	0.590	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						
	Penalty Points											
AVERAGE HC		4.44	162	138			18	12				

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 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	<b>\$ 2,000</b>
Tournament 2nd Place	<b>\$ 1,300</b>
Division Winner	<b>\$ 250</b>
Week 18 Winners (\$90 x 5)	<b><u>\$ 450</u></b>
Total Payouts	<b>\$ 4,000</b>

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 not 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 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.. 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***

Tony Balsimo  
Steve Wood

***Break And Funs This Session***

Shawn Hoerner                    2  
Bruce Lenker                    2  
Tony Balsimo  
John Hedgepath  
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.....

$$( \text{Average PPM} + ( ( \text{Points For} - \text{Points Against} ) * .05 ) ) / 10$$

Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

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

