

DUES ARE NOW \$9



9 Ball
Spring - Summer '24 (Filler)

Week 7 6/6/24

	Win %	Points		Last	Match		AVG HC	Home Location	Week 7 Matchups (6/6/24) Home Team is in CAPS
		F	A	Week	W	L			
Homeless Misfits	0.553	166	134	28-22	20	10	4.67	The Verhovay	zero fux given
Rick's Rejects	0.524	131	119	22-28	12	13	4.50	Dauphin Home Assoc	9 YA BUSINESS
Angies	0.520	130	120	14-36	14	11	4.25	Angies Diner	misfits
Chicks	0.517	155	145	22-28	16	14	4.94	Chicks Tavern	IT DON'T MATTER
Rack Em Up	0.517	155	145	22-28	17	13	5.00	Angies Diner	BYE
Make It Weird	0.507	152	148	24-26	16	14	4.56	The Hose	ball busterz
Zero Fux Given	0.500	150	150	26-24	16	14	4.44	Bressler Club	HOMELESS MISFITS
Misfits	0.492	123	127	21-29	14	11	4.88	The Hose	ANGIES
Silent Assassins	0.490	147	153	28-22	13	17	4.88	Gilligans on Eisenhowe	DIAMOND MASTERS
Diamond Masters	0.488	122	128	BYE	12	13	5.00	The Pour House	silent assassins
9 Ya Business	0.468	117	133	29-21	9	16	4.83	HoHos Billiards	rick's rejects
It Don't Matter	0.460	115	135	28-22	10	15	5.11	Marysville Moose	chicks
Ball Busterz	0.457	137	163	36-14	11	19	3.93	HoHos Billiards	MAKE IT WEIRD
		1800	1800		180	180	4.69		

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

3 Recycles Remaining

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	22	28	4.40	2	3	0.410	91	79	5.35	3	7	3.00
4.5	Alex Knapp	21	19	5.25	2	2	0.535	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	22	18	5.50	3	1	0.570	35	35	5.00	0	0	####
3.5	Steve Shipp	26	14	6.50	3	1	0.710	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	130	120				14	11				

3 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	18	22	4.50	1	3	0.430	0	0	####	0	0	####
5.0	Mace Lockard	36	24	6.00	4	2	0.660	30	50	3.75	0	0	####
4.5	Kevin Altland	27	33	4.50	2	4	0.420	16	24	4.00	0	0	####
4.0	Will Etnoyer	0	0	#DIV/0!	0	0	#DIV/0!	4	6	4.00	0	0	####
3.0	Travis Shade, Co-CPT	22	38	3.67	1	5	0.287	75	65	5.36	0	0	####
3.0	Abbie Lee, CPT	16	24	4.00	1	3	0.360	49	61	4.45	0	0	####
2.0	Troy Hickey	18	22	4.50	2	2	0.430	18	72	2.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		3.93	137	163	11	19							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Chicks	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
6.5	Bruce Lenker	21	29	4.20	1	4	0.380	41	49	4.56	2	8	2.00
6.0	Frank Moore, CPT	15	5	7.50	2	0	0.800	33	37	4.71	0	0	####
5.5	Kevin Marroquin	19	21	4.75	3	1	0.465	38	42	4.75	4	6	4.00
5.5	Fred Brodbeck	30	20	6.00	3	2	0.650	47	43	5.22	6	4	6.00
5.0	Andrew Betts	21	9	7.00	3	0	0.760	64	56	5.33	0	0	####
5.0	Sean Gallagher	9	11	4.50	1	1	0.440	61	49	5.55	0	0	####
4.0	Brad Saksek	24	26	4.80	2	3	0.470	55	35	6.11	0	0	####
2.0	Ashley Dellesega	16	24	4.00	1	3	0.360	37	43	4.63	4	6	4.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.94	155	145	16	14							

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	10	10	5.00	1	1	0.500	31	39	4.43	0	0	####
6.5	Ron Straw	24	16	6.00	3	1	0.640	45	55	4.50	0	0	####
6.5	Josh Reynolds	14	16	4.67	1	2	0.457	44	36	5.50	0	0	####
6.5	Larry Fagan	3	7	3.00	0	1	0.280	44	26	6.29	0	0	####
4.0	Clarence Marsh, CPT	22	18	5.50	3	1	0.570	55	85	3.93	0	0	####
4.0	Robert Hurt	11	9	5.50	1	1	0.560	39	41	4.88	0	0	####
3.5	Stephanie Ozimac	18	32	3.60	1	4	0.290	50	50	5.00	0	0	####
3.5	Jeremy Driver	14	16	4.67	1	2	0.457	0	0	####	0	0	####
3.0	Kerrin Lutz	6	4	6.00	1	0	0.610	52	38	5.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.00	122	128	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 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

Ed Kearney	2
El Voughs	

Break And Funs This Session

Mike Fisher	3
Shawn Hoerner	2
Ed Kearney	2
Kevin Villarreal	2
Terry Ballent	
Chet Denmark	
Scott Gibson	
Pete Mavropoulos	
Devan Retherford	
El Voughs	
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

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