



9 Ball
Winter '23 (Filler)

Week 8 2/1/24

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 8 Matchups Home Team is in CAPS
		F	A		W	L			
9 Ya Business	0.551	193	157	30-20	23	12	4.8	HoHos Billiards	RICK'S REJECTS
Homeless Misfits	0.543	190	160	26-24	19	16	4.7	The Verhovay	diamond masters
It Don't Matter	0.543	163	137	21-29	16	14	5.3	Marysville Moose	ZERO FUX GIVEN
Zero Fux Given	0.537	161	139	33-17	18	12	4.7	Bressler Club	it don't matter
Rick's Rejects	0.529	185	165	25-25	18	17	4.5	Dauphin Home Assoc	9 ya business
Diamond Masters	0.514	180	170	25-25	19	16	5.1	The Pour House	HOMELESS MISFITS
Make It Weird	0.489	171	179	29-21	18	17	4.3	The Hose	chicks
Misfits	0.477	167	183	24-26	14	21	4.9	The Hose	BYE
Silent Assassins	0.470	141	159	20-30	14	16	4.7	Gilligans on Eisenhowe	BALL BUSTERZ
Rack Em Up	0.470	141	159	24-26	15	15	4.7	Angies Diner	angies
Angies	0.460	138	162	BYE	12	18	4.1	Angies Diner	RACK EM UP
Ball Busterz	0.457	137	163	17-33	12	18	4.2	HoHos Billiards	silent assassins
Chicks	0.433	130	170	26-24	12	18	4.8	Chicks Tavern	MAKE IT WEIRD
		2100	2100		210	210	4.7		

Division winner will receive a first round bye in 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		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
3 Recycles Remaining													
Angies													
6.0	Pete Mavropoulos	30	30	5.00	3	3	0.500	45	35	5.63	0	0	####
4.5	Kevin Joy	14	16	4.67	1	2	0.457	42	48	4.67	0	0	####
4.5	Miguel Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	28	32	4.67	0	0	####
4.5	Alfredo Cortes, CPT	40	30	5.71	4	3	0.621	63	57	5.25	0	0	####
4.0	Larry Keefe	27	23	5.40	3	2	0.560	41	59	4.10	0	0	####
4.0	Alex Knapp	10	20	3.33	0	3	0.283	40	50	4.44	0	0	####
3.5	Johnath Giles	1	9	1.00	0	1	0.060	0	0	####	0	0	####
3.0	Steve Shipp	11	19	3.67	1	2	0.327	52	48	5.20	0	0	####
3.0	Kevin Beathea	5	15	2.50	0	2	0.200	35	35	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.1	138	162				12	18				

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	Jake Rodriguez	21	19	5.25	2	2	0.535	49	51	4.90	0	0	####
5.5	Mace Lockard	10	10	5.00	1	1	0.500	75	65	5.36	0	0	####
5.0	Kevin Altland	2	8	2.00	0	1	0.170	45	45	5.00	0	0	####
4.0	Will Etnoyer	4	6	4.00	0	1	0.390	30	30	5.00	0	0	####
4.0	Fallon Peters	35	35	5.00	4	3	0.500	0	0	####	0	0	####
3.5	Abbie Lee, CPT	29	31	4.83	3	3	0.473	84	96	4.67	0	0	####
3.0	Travis Shade, Co-CPT	32	28	5.33	2	4	0.553	87	83	5.12	0	0	####
2.5	Troy Hickey	4	26	1.33	0	3	0.023	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	137	163	12	18							

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							
7.0	Bruce Lenker	17	23	4.25	2	2	0.395	65	55	5.42	9	11	4.50
6.0	Frank Moore, CPT	10	20	3.33	1	2	0.283	31	19	6.20	0	0	####
5.5	Kevin Marroquin	20	20	5.00	2	2	0.500	44	46	4.89	1	9	1.00
5.5	Fred Brodbeck	9	11	4.50	1	1	0.440	56	54	5.09	4	6	4.00
4.5	Andrew Betts	7	23	2.33	0	3	0.153	34	36	4.86	0	0	####
4.5	Sam Hartley	13	17	4.33	1	2	0.413	45	45	5.00	11	9	5.50
4.5	Sean Gallagher	23	27	4.60	2	3	0.440	66	44	6.00	2	8	2.00
4.0	Brad Saksek	15	15	5.00	1	2	0.500	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	9	11	4.50	1	1	0.440	23	47	3.29	0	0	####
	Open Stats												
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.8	130	170	12	18							

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	8	12	4.00	1	1	0.380	39	31	5.57	12	8	6.00
7.0	Ron Straw	23	17	5.75	3	1	0.605	44	36	5.50	0	0	####
6.5	Josh Reynolds	14	6	7.00	2	0	0.740	32	38	4.57	0	0	####
6.0	Larry Fagan	30	20	6.00	2	3	0.650	46	44	5.11	7	13	3.50
4.5	Andy Ritter	21	29	4.20	3	2	0.380	38	52	4.22	0	0	####
4.5	Clarence Marsh, CPT	32	28	5.33	3	3	0.553	91	79	5.35	5	15	2.50
4.0	Robert Hurt	18	22	4.50	2	2	0.430	44	36	5.50	11	9	5.50
3.5	Stephanie Ozimac	32	28	5.33	3	3	0.553	60	40	6.00	11	9	5.50
2.5	Kerrin Lutz	2	8	2.00	0	1	0.170	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	180	170	19	16							

HC	9 Ya Business	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Jenn Kelly	30	10	7.50	4	0	0.850	50	50	5.00	4	6	4.00
6.5	Rick Boyer	28	32	4.67	2	4	0.447	52	68	4.33	7	3	7.00
5.5	Forrest Aeppli, CPT	10	10	5.00	1	1	0.500	36	44	4.50	0	0	####
5.0	John Hoffman	25	35	4.17	3	3	0.367	74	56	5.69	0	0	####
4.5	Jim Roberts	23	17	5.75	3	1	0.605	61	49	5.55	1	9	1.00
4.5	Carlos Olmeda	33	17	6.60	5	0	0.740	49	61	4.45	0	0	####
4.5	Dan Benson	4	6	4.00	0	1	0.390	60	40	6.00	7	3	7.00
3.5	Ellie Heinly, Co-Cpt	10	10	5.00	1	1	0.500	52	48	5.20	3	7	3.00
3.0	Emily Dauberman	30	10	7.50	4	0	0.850	32	48	4.00	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.8	193	157	23	12							

HC	Rack Em Up	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	L		W	L		F	A	AVG	F	A	AVG
7.5	John Hedgepath	25	15	6.25	3	1	0.675	51	49	5.10	8	2	8.00
6.0	Rikki Johnson	21	19	5.25	2	2	0.535	62	58	5.17	4	6	4.00
6.0	Brian Hogentogler	10	30	2.50	0	4	0.150	67	43	6.09	0	0	####
5.5	Kelly Norris	3	7	3.00	0	1	0.280	31	49	3.88	0	0	####
4.5	Brian Minnich	25	25	5.00	3	2	0.500	64	56	5.33	1	9	1.00
4.5	Ed Croco, CPT	23	27	4.60	3	2	0.440	45	45	5.00	9	1	9.00
3.5	Ron John	13	7	6.50	2	0	0.680	0	0	####	0	0	####
2.5	Jackie Croco	14	26	3.50	1	3	0.290	38	52	4.22	0	0	####
2.5	Tammy Norris	7	3	7.00	1	0	0.720	36	34	5.14	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	141	159	15	15							

HC	Make It Weird	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Devan Retherford	23	37	3.83	2	4	0.313	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	17	13	5.67	2	1	0.587	40	30	5.71	6	4	6.00
5.0	Mike Canoy	33	17	6.60	4	1	0.740	79	51	6.08	3	7	3.00
4.0	Jen Mallon, CPT	18	22	4.50	2	2	0.430	33	47	4.13	0	0	####
4.0	Betsy Goodman	25	15	6.25	3	1	0.675	36	54	4.00	3	7	3.00
3.5	Blaize Bowman	18	22	4.50	2	2	0.430	0	0	####	0	0	####
3.5	Donnie Mull	14	16	4.67	1	2	0.457	0	0	####	0	0	####
3.0	Piper Hunt	12	28	3.00	1	3	0.220	41	39	5.13	0	0	####
3.0	Bob Cohan	11	9	5.50	1	1	0.560	30	30	5.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.3	171	179	18	17							

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	20	10	6.67	2	1	0.717	54	56	4.91	0	0	####
6.0	Justin Baird	30	30	5.00	3	3	0.500	59	51	5.36	0	0	####
5.5	Winston Beshore	39	31	5.57	3	4	0.597	75	75	5.00	0	0	####
5.0	Eric Van Selow	12	28	3.00	0	4	0.220	87	73	5.44	0	0	####
4.5	Tom Plasic	19	11	6.33	3	0	0.673	0	0	####	0	0	####
3.5	Bo Bovidge	32	18	6.40	4	1	0.710	52	58	4.73	0	0	####
3.0	Tracy Klinger, CPT	20	20	5.00	2	2	0.500	31	49	3.88	0	0	####
3.0	Jess Cassner	13	17	4.33	1	2	0.413	59	61	4.92	0	0	####
3.0	Natalie Cassner	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.5	185	165			18	17					

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	18	12	6.00	2	1	0.630	36	34	5.14	0	0	####
6.5	James Shafer	19	21	4.75	2	2	0.465	55	65	4.58	0	0	####
5.5	El Voughs	19	11	6.33	3	0	0.673	52	38	5.78	0	0	####
5.0	Mike Bretz	10	10	5.00	1	1	0.500	30	50	3.75	0	0	####
4.5	Paul Ramsey	20	30	4.00	2	3	0.350	39	41	4.88	0	0	####
4.5	Del Madden, CPT	18	32	3.60	1	4	0.290	39	41	4.88	0	0	####
3.5	Ryan Trafecanty	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Liz Christian, CO-CPT	25	35	4.17	2	4	0.367	63	57	5.25	0	0	####
3.0	Marcia Yost	12	8	6.00	1	1	0.620	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	141	159			14	16					

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	33	27	5.50	5	1	0.580	0	0	####	0	0	####
6.0	Terry Ballent	16	24	4.00	1	3	0.360	74	76	4.93	0	0	####
6.0	Chuck Miller	19	11	6.33	3	0	0.673	41	29	5.86	0	0	####
4.5	Tone Brubacher	21	19	5.25	2	2	0.535	48	72	4.00	0	0	####
4.0	James Dagenhart	15	5	7.50	2	0	0.800	43	67	3.91	0	0	####
3.5	Nick Ellis	18	22	4.50	1	3	0.430	54	86	3.86	0	0	####
3.5	Monica Reinnagel	22	18	5.50	2	2	0.570	34	46	4.25	0	0	####
3.5	Jacqui Hiemstra, CPT	0	0	#DIV/0!	0	0	#DIV/0!	38	32	5.43	0	0	####
3.5	Duane Rider	17	13	5.67	2	1	0.587	38	32	5.43	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.7	161	139			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 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

Projected Payouts

Tournament Champions	\$ 2,220
Tournament 2nd Place	\$ 1,120
Division Winner	\$ 180
Week 18 Winners (\$80 x 6)	\$ 480
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 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

John Hedgepath
Kevin Marroquin

Break And Funs This Session

Jenn Kelly	3
John Hedgepath	2
Shawn Hoerner	2
El Voughs	2
Steve Weaver	2
Blaize Bowman	
Mike Canoy	
Liz Christian	
Larry Fagan	
Brian Hogentogler	
Ed Kearney	
Kevin Marroquin	
Tim Meise	
Frank Moore	
Duck Nornhold	
Jake Rodriguez	
Kevin Villarreal	

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

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

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

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