



9 Ball  
Spring '25 (Filler)

Week 8 3/27/25

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 8 Matchups (3/27/25)
		F	A		W	L			Home Team is in <b>CAPS</b>
Anything	<b>0.603</b>	181	119	35-15	21	9	4.67	Dauphin Home Assoc	<b>RACK EM UP</b>
9 Ya Business	<b>0.563</b>	197	153	31-19	21	14	4.67	Roadhouse Café	angies
Zero Fux Given	<b>0.554</b>	194	156	32-18	22	13	4.44	The Dutch Club	<b>HOMELESS MISFITS</b>
Rack Em Up	<b>0.507</b>	152	148	24-26	15	15	4.94	Angies Diner	anything
Silent Assassins	<b>0.500</b>	150	150	15-35	15	15	5.00	Gilligans on Eisenhower	chicks
Make It Weird	<b>0.497</b>	149	151	26-24	15	15	4.44	The Hose	it don't matter
It Don't Matter	<b>0.497</b>	149	151	26-24	16	14	5.06	Marysville Moose	<b>MAKE IT WEIRD</b>
Angies	<b>0.483</b>	145	155	BYE	14	16	4.89	Angies Diner	<b>9 YA BUSINESS</b>
Chicks	<b>0.467</b>	140	160	24-26	15	15	4.72	Chicks	<b>SILENT ASSASSINS</b>
Homeless Misfits	<b>0.446</b>	156	194	19-31	11	24	4.50	The Verhovay	zero fux given
Misfits	<b>0.391</b>	137	213	18-32	10	25	5.13	The Hose	<b>BYE</b>
		1750	1750		175	175	4.77		

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 PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
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											
<b>AVERAGE HC</b>		<b>4.89</b>	145	155				14	16			

<b>2 Recycles Remaining</b>								Last Session Points			Recent Postseason Performance	
HC	Chicks	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Bruce Lenker	31	19	6.20	4	1	0.680	31	39	4.43	0	0
6.0	Fred Brodbeck	28	32	4.67	3	3	0.447	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	13	7	6.50	2	0	0.680	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	19	31	3.80	2	3	0.320	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	12	28	3.00	1	3	0.220	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	140	160	15	15						

<b>3 Recycles Remaining</b>								Last Session Points			Recent Postseason Performance	
HC	Homeless Misfits	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
7.5	Jeff Richardson	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0
5.5	Kevin Villarreal, Co-CPT	27	43	3.86	1	6	0.306	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	34	26	5.67	3	3	0.607	70	60	5.38	0	0
4.0	Bruce Brockman	17	33	3.40	1	4	0.260	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	8	12	4.00	0	2	0.380	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	14	16		1	2						
	Forfeits											
	Penalty Points											
<b>AVERAGE HC</b>		4.50	156	194	11	24						

<b>It Don't Matter</b>								Last Session Points			Recent Postseason Performance	
HC	It Don't Matter	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	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	11	29	2.75	0	4	0.185	46	34	5.75	0	0
6.0	Brad Miller	24	26	4.80	3	2	0.470	62	58	5.17	6	4
5.0	Bill Scharff	20	20	5.00	2	2	0.500	74	76	4.93	3	7
5.0	Adam Brody	27	23	5.40	3	2	0.560	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	11	9	5.50	1	1	0.560	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>		5.06	149	151	16	14						

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	12	18	4.00	1	2	0.370	49	51	4.90	1	9
5.5	Anthony Cressler, CPT	18	32	3.60	2	3	0.290	63	47	5.73	7	3
4.5	Brian Minnich	18	32	3.60	1	4	0.290	55	55	5.00	0	0
4.5	Scott Wallace	35	35	5.00	4	3	0.500	51	69	4.25	9	11
4.0	Kevin Miller	10	20	3.33	0	3	0.283	38	42	4.75	10	10
3.0	Crystal Johnson	20	40	3.33	1	5	0.233	65	35	6.50	8	12
	Open Stats	0	0		0	0						
	Forfeits											
	Penalty Points											
AVERAGE HC		5.13	137	213	10	25						

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	18	32	3.60	1	4	0.290	41	49	4.56	0	0
6.5	Rick Boyer	22	18	5.50	2	2	0.570	53	47	5.30	0	0
5.5	Forrest Aeppli	25	15	6.25	3	1	0.675	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
4.0	Ellie Heinly, Co-Cpt	18	12	6.00	2	1	0.630	32	38	4.57	0	0
3.0	Jeremy Driver	21	19	5.25	2	2	0.535	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		4.67	197	153	21	14						

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	25	15	6.25	3	1	0.675	54	26	6.75	13	7
6.0	Brian Hogentogler	18	12	6.00	2	1	0.630	36	44	4.50	0	0
5.5	Kelly Norris	14	26	3.50	1	3	0.290	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	12	18	4.00	1	2	0.370	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	15	15	5.00	2	1	0.500	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	152	148	15	15						

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	16	14	5.33	2	1	0.543	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	Betsy Goodman	24	16	6.00	3	1	0.640	54	56	4.91	0	0
4.0	Bob Cohan	10	10	5.00	1	1	0.500	41	59	4.10	0	0
4.0	Rick Johnson	23	27	4.60	2	3	0.440	61	59	5.08	0	0
3.5	Steve Hunter	17	23	4.25	1	3	0.395	0	0	####	0	0
3.5	Jen Mallon, CPT	22	28	4.40	2	3	0.410	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		4.44	149	151	15	15						

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	24	6	8.00	3	0	0.890	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	18	22	4.50	2	2	0.430	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	23	7	7.67	3	0	0.847	40	50	4.44	0	0
3.5	Jess Cassner	24	6	8.00	3	0	0.890	46	44	5.11	0	0
3.0	Jason Wert	14	16	4.67	1	2	0.457	31	39	4.43	7	3
3.0	Bo Bovidge	25	15	6.25	3	1	0.675	54	56	4.91	1	9
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.67	181	119	21	9						

2 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
		5.5	El Voughs	30	30	5.00	3	3	0.500	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	10	20	3.33	0	3	0.283	48	42	5.33	3	7
		3.5	Liz Christian, CO-CPT	22	18	5.50	3	1	0.570	47	53	4.70	0	0
		3.0	Marcia Yost	13	17	4.33	1	2	0.413	60	50	5.45	3	7
			Open Stats											
			Forfeits											
			Penalty Points											
AVERAGE HC		5.00	150	150	15	15								

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	34	36	4.86	3	4	0.476	82	68	5.47	13	17
5.0	Jose Soto	43	27	6.14	6	1	0.694	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	31	29	5.17	3	3	0.527	61	39	6.10	12	8
4.0	Ezequiel Rodriguez	3	7	3.00	0	1	0.280	0	0	####	0	0
3.5	Nick Ellis	34	26	5.67	4	2	0.607	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	194	156	22	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 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***

Rikki Johnson                    2  
 Dave Lavendier

***Break And Funs This Session***

Shawn Hoerner                    2  
 Rikki Johnson                    2  
 Bruce Lenker                    2  
 Tony Balsimo  
 John Hedgepath  
 Dave Lavendier  
 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

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

