



9 Ball
Summer Fall '23 (Filler)

Week 9 9/21/23

	Win %	Points		Last Week	Match		AVG HC	Home Location	Week 9 Opponent Home Team if in CAPS
		F	A		W	L			
Rack Em Up	0.546	191	159	23-27	21	14	4.8	Angies Diner	ball busterz
Chicks	0.540	189	161	16-34	21	14	4.8	Chicks Tavern	angies
Misfits	0.531	186	164	32-18	21	14	4.9	The Hose	it don't matter
It Don't Matter	0.520	182	168	34-16	20	15	5.2	Marysville Moose	MISFITS
Rick's Rejects	0.518	207	193	27-23	21	19	4.6	Dauphin Home Assoc	ZERO FUX GIVEN
Homeless Misfits	0.513	205	195	29-21	21	19	4.9	The Verhovay	BYE
Ball Busterz	0.503	201	199	16-34	20	20	4.6	HoHos Billiards	RACK EM UP
9 Ya Business	0.497	174	176	34-16	17	18	5.0	HoHos Billiards	the rack raptors
Diamond Masters	0.493	197	203	21-29	20	20	4.9	The Pour House	SILENT ASSASSINS
Silent Assassins	0.480	168	182	32-18	15	20	4.8	Gilligans on Eisenhower	diamond masters
Angies	0.463	162	188	18-32	14	21	4.4	Angies Diner	CHICKS
The Rack Raptors	0.460	184	216	18-32	16	24	4.2	The Hose	9 YA BUSINESS
Zero Fux Given	0.440	154	196	BYE	13	22	4.2	Bressler Club	rick's rejects
		2400	2400		240	240	4.7		

The winner of the division will receive a bye in the first round of 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	Angies	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.5	Ken McPherson	4	6	4.00	0	1	0.390	33	37	4.71	0	0	####
6.0	Pete Mavropoulos	28	22	5.60	3	2	0.590	59	71	4.54	0	0	####
5.0	Kevin Joy	10	10	5.00	1	1	0.500	65	65	5.00	0	0	####
4.5	Ricky Wright	18	22	4.50	1	3	0.430	8	12	4.00	0	0	####
4.0	Alfredo Cortes, CPT	25	25	5.00	3	2	0.500	69	91	4.31	0	0	####
4.0	Larry Keefe	18	22	4.50	1	3	0.430	95	75	5.59	0	0	####
4.0	Alex Knapp	14	26	3.50	1	3	0.290	0	0	####	0	0	####
3.0	Steve Shipp	28	32	4.67	3	3	0.447	56	64	4.67	0	0	####
3.0	Kevin Beathea	17	23	4.25	1	3	0.395	34	26	5.67	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.4	162	188				14	21				

2 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							
6.5	Jake Rodriguez	3	7	3.00	0	1	0.280	0	0	####	0	0	####
6.0	Chet Denmark	26	24	5.20	3	2	0.530	34	66	3.40	0	0	####
5.5	Mace Lockard	40	30	5.71	4	3	0.621	49	81	3.77	0	0	####
5.0	Kevin Altland	39	41	4.88	4	4	0.478	47	33	5.88	0	0	####
4.5	Joe Smith	0	0	#DIV/0!	0	0	#DIV/0!	44	56	4.40	0	0	####
4.0	Will Etnoyer	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
3.5	Abbie Lee, CPT	45	45	5.00	5	4	0.500	67	113	3.72	0	0	####
3.5	Don Norman	0	0	#DIV/0!	0	0	#DIV/0!	11	19	3.67	0	0	####
3.0	Travis Shade, Co-CPT	42	38	5.25	4	4	0.545	81	109	4.26	0	0	####
	Open Stats	6	14		0	2							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	201	199	20	20							

Chicks								Last Session Points			Recent Postseason PPM		
HC		Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.0	Bruce Lenker	25	25	5.00	2	3	0.500	80	80	5.00	8	12	4.00
6.0	Kevin Marroquin	22	18	5.50	3	1	0.570	69	51	5.75	21	9	7.00
5.5	Fred Brodbeck	26	24	5.20	3	2	0.530	73	77	4.87	14	16	4.67
5.5	Frank Moore, CPT	19	11	6.33	2	1	0.673	61	39	6.10	0	0	####
5.0	Andrew Betts	14	16	4.67	1	2	0.457	0	0	###	0	0	####
4.5	Sam Hartley	28	22	5.60	4	1	0.590	85	65	5.67	15	5	7.50
4.5	Sean Gallagher	34	16	6.80	4	1	0.770	47	53	4.70	14	6	7.00
3.5	Brad Saksek	19	21	4.75	2	2	0.465	60	60	5.00	9	11	4.50
2.0	Ashley Dellesega	2	8	2.00	0	1	0.170						
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.8	189	161	21	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	4	6	4.00	0	1	0.390	44	26	6.29	0	0	####
6.5	Ron Straw	32	18	6.40	4	1	0.710	33	37	4.71	0	0	####
6.5	Josh Reynolds	32	38	4.57	4	3	0.427	65	35	6.50	0	0	####
5.5	Larry Fagan	16	14	5.33	2	1	0.543	26	44	3.71	0	0	####
5.0	Andy Ritter	23	27	4.60	2	3	0.440	39	51	4.33	0	0	####
4.0	Clarence Marsh, CPT	36	44	4.50	4	4	0.410	66	84	4.40	0	0	####
3.5	Robert Hurt	12	8	6.00	1	1	0.620	34	36	4.86	0	0	####
3.0	Stephanie Ozimac	13	17	4.33	1	2	0.413	71	69	5.07	0	0	####
2.5	Kerrin Lutz	29	31	4.83	2	4	0.473	59	81	4.21	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	197	203	20	20							

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Kevin Villarreal, Co-CPT	33	27	5.50	4	2	0.580	76	64	5.43	3	7	3.00
6.0	Mark Schwentker	34	26	5.67	4	2	0.607	55	65	4.58	3	7	3.00
5.5	Tim Meise, CPT	16	14	5.33	1	2	0.543	49	41	5.44	0	0	####
5.5	Josh Hughes	31	19	6.20	4	1	0.680	75	45	6.25	7	3	7.00
5.0	Joe Lahr	19	31	3.80	1	4	0.320	68	42	6.18	3	7	3.00
4.0	Mike Miller	14	16	4.67	1	2	0.457	0	0	####	0	0	####
3.5	Rick Lawson	25	25	5.00	3	2	0.500	64	56	5.33	0	0	####
3.5	Tim Meise Jr	19	21	4.75	2	2	0.465	53	27	6.63	2	8	2.00
	Open Stats	14	16		1	2							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	205	195	21	19							

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Steve Wood	18	12	6.00	2	1	0.630	40	30	5.71	0	0	####
7.0	John Lamplugh	17	13	5.67	2	1	0.587	50	40	5.56	7	3	7.00
6.5	Scott Gibson, CPT	21	19	5.25	3	1	0.535	62	58	5.17	8	2	8.00
5.0	Tobe Toberman	21	19	5.25	3	1	0.535	53	57	4.82	2	8	2.00
5.0	Brad Miller	34	16	6.80	4	1	0.770	53	67	4.42	0	0	####
4.5	Bill Scharff	21	19	5.25	2	2	0.535	54	56	4.91	0	0	####
4.0	Eric Snyder	8	12	4.00	0	2	0.380	47	33	5.88	3	7	3.00
3.5	John Linn	13	27	3.25	1	3	0.255	45	35	5.63	4	6	4.00
3.5	Doug Wagner	29	31	4.83	3	3	0.473	60	50	5.45	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.2	182	168	20	15							

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Ed Kearney	34	16	6.80	5	0	0.770	87	43	6.69	16	14	5.33
6.5	Stan Kovich	28	12	7.00	4	0	0.780	51	39	5.67	7	3	7.00
5.5	Ed Hummel	16	24	4.00	1	3	0.360	38	32	5.43	3	7	3.00
4.5	Anthony Cressler, CPT	33	37	4.71	3	4	0.451	89	91	4.94	19	11	6.33
4.0	Scott Wallace	23	27	4.60	2	3	0.440	52	68	4.33	10	10	5.00
4.0	Aaron Neely	15	15	5.00	2	1	0.500	56	44	5.60	0	0	####
2.5	Crystal Johnson	30	30	5.00	3	3	0.500	53	57	4.82	18	12	6.00
	Open Stats	7	3		1	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	186	164	21	14							

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	45	35	5.63	4	4	0.613	35	35	5.00	0	0	####
6.0	Justin Baird	27	23	5.40	3	2	0.560	67	43	6.09	0	0	####
5.0	Winston Beshore	35	35	5.00	4	3	0.500	65	65	5.00	0	0	####
4.5	Eric Van Selow	36	34	5.14	3	4	0.524	45	35	5.63	0	0	####
3.5	Tracy Klinger, CPT	15	25	3.75	1	3	0.325	52	68	4.33	0	0	####
3.5	Bo Bovidge	27	23	5.40	3	2	0.560	63	47	5.73	0	0	####
3.0	Jess Cassner	22	18	5.50	3	1	0.570	21	39	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	207	193			21	19					

2 Recycles Remaining		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	12	18	4.00	1	2	0.370	40	30	5.71	0	0	####		
6.0	James Shafer	17	33	3.40	0	5	0.260	63	57	5.25	0	0	####		
5.5	Sean Grissinger	23	17	5.75	3	1	0.605	51	49	5.10	6	4	6.00		
5.0	Mike Bretz	9	21	3.00	0	3	0.240	48	32	6.00	3	7	3.00		
5.0	El Voughs	22	8	7.33	3	0	0.803	0	0	####	0	0	####		
5.0	Paul Ramsey	22	18	5.50	2	2	0.570	59	51	5.36	0	0	####		
4.5	Del Madden, CPT	10	10	5.00	1	1	0.500	41	59	4.10	0	0	####		
3.0	Liz Christian, CO-CPT	38	32	5.43	4	3	0.573	45	55	4.50	0	0	####		
2.5	Emily Dauberman	15	25	3.75	1	3	0.325	54	56	4.91	2	8	2.00		
	Open Stats														
	Forfeits														
	Penalty Points														
AVERAGE HC		4.8	168	182			15	20							

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
5.5	Chuck Miller	19	11	6.33	3	0	0.673	43	37	5.38	8	2	8.00
5.5	Terry Ballent	4	16	2.00	0	2	0.140	0	0	####	0	0	####
5.0	Tone Brubacher	29	41	4.14	2	5	0.354	90	50	6.43	4	6	4.00
4.0	Nick Ellis	34	26	5.67	4	2	0.607	75	65	5.36	0	0	####
4.0	James Dagenhart	32	38	4.57	2	5	0.427	43	57	4.30	0	0	####
3.5	Monica Reinengal	15	25	3.75	1	3	0.325	53	47	5.30	0	0	####
3.0	Duane Rider	8	22	2.67	0	3	0.197	56	54	5.09	0	0	####
3.0	Jacqui Hiemstra, CPT	10	10	5.00	1	1	0.500	33	47	4.13	2	8	2.00
	Open Stats	3	7		0	1							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	154	196			13	22					

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

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

Kevin Villarreal

Break And Funs This Session

Josh Reynolds 2
Forrest Aeppli
Rick Boyer
Tone Brubacher
Scott Gibson
Brian Hogentogler
Robert Hurt
Rikki Johnson
Stan Kovich
Joe Lahr
Pete Mavropoulos
Brad Miller
Kevin Villarreal
El Voughs
Steve Weaver
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

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