



9 Ball  
Winter '25 (Filler)

**Final Standings**

**Wildcard Matchups on 4/9/2026**  
Home Team is in **CAPS**

	Win %	Points		Last	Match	AVG	Home Location		
		F	A	Week	W	L			HC
Rack Em Up	<b>0.531</b>	504	446	21-29	55	40	4.67	Angies Diner	<b>BYE</b>
Marysville VFW	<b>0.525</b>	499	451	29-21	53	42	4.39	Marysville VFW	<b>BYE</b>
Chicks	<b>0.513</b>	487	463	25-25	53	42	4.83	Chicks	homeless misfits
9 Ya Business	<b>0.511</b>	485	465	25-25	48	47	4.25	HoHos Billiards	anything
Anything	<b>0.507</b>	482	468	25-25	49	46	5.00	Dauphin Home Assoc	<b>9 YA BUSINESS</b>
Homeless Misfits	<b>0.504</b>	479	471	25-25	46	49	4.94	The Verhovay	<b>CHICKS</b>
Make It Weird	<b>0.493</b>	468	482	24-26	44	51	4.33	The Hose	
Zero Fux Given	<b>0.481</b>	457	493	26-24	41	54	4.22	Bressler Club	<b>Next session begins on 4/16/2026!!!</b>
It Don't Matter	<b>0.477</b>	453	497	28-22	47	48	4.44	Marysville Moose	
Angies	<b>0.446</b>	424	526	22-28	39	56	4.78	Angies Diner	
		4750	4750		475	475	4.59		

*The top two teams will receive a bye in the first round of the playoffs.*

*Chicks won their week 19 match by virtue of winning 3 individual matches vs 9 Ya Business  
Anything won their week 19 match by virtue of winning 3 individual matches vs Homeless Misfits*

**Team rosters in red (below) have Captains who are more than \$90 in arrears. Please call league office to check if these teams are permitted to play or if they must forfeit until further notice.**

*Although win percentages shown above only go out 3 decimal places, positioning week (week 19) round and playoff seedings will use as many decimal places as needed to determine seedings.*

<b>No Recycles Remaining</b>		Points		Average	Match		MVP	Last Session			Recent Postseason Performance	
HC	Angies	F	A	PPM	W	L	Score	F	A	AVG	F	A
7.0	Ryan Hoffman	0	0	#DIV/0!	0	0	#DIV/0!	44	36	5.50	0	0
6.5	Jaafar Nabaoui	28	22	5.60	4	1	0.590	31	19	6.20	0	0
6.0	Jake Rodriguez	20	30	4.00	1	4	0.350	6	4	6.00	0	0
5.0	Kevin Joy	84	86	4.94	7	10	0.484	52	58	4.73	4	6
4.5	Alex Knapp	55	55	5.00	5	6	0.500	37	33	5.29	7	3
4.5	Leah Edwards	41	39	5.13	5	3	0.523	14	26	3.50	0	0
4.0	Alfredo Cortes, CPT	64	96	4.00	6	10	0.240	87	53	6.21	0	0
3.0	Ron John	74	96	4.35	7	10	0.325	85	85	5.00	2	8
2.5	Steve Shipp	55	65	4.58	4	8	0.408	90	70	5.63	0	0
	Open Stats	3	7		0	1						
	Forfeits	0	30		0	3						
	Penalty Points											
<b>AVERAGE HC</b>		<b>4.78</b>	424	526		39	56					

<b>3 Recycles Remaining</b>								Last Session			Recent Postseason Performance	
HC	Chicks	Points		Average PPM	Match		MVP Score	Points			F	A
		F	A		W	L		F	A	AVG		
6.5	Kevin Shutt	68	52	5.67	9	3	0.647	0	0	####	0	0
6.0	Fred Brodbeck	54	36	6.00	7	2	0.690	0	0	####	0	0
5.5	Kevin Marroquin	54	56	4.91	5	6	0.481	0	0	####	0	0
5.5	Alan Fleegal	76	54	5.85	9	4	0.695	0	0	####	0	0
5.0	Sean Gallagher	55	55	5.00	5	6	0.500	0	0	####	0	0
4.0	Brad Saksek	53	47	5.30	7	3	0.560	0	0	####	0	0
4.0	Rich Worley	40	50	4.44	4	5	0.394	0	0	####	0	0
4.0	Belinda George	31	39	4.43	2	5	0.403	0	0	####	0	0
3.0	Nathalia Silva	52	58	4.73	5	6	0.443	0	0	####	0	0
	Open Stats	4	6		0	1						
	Forfeits	0	10		0	1						
	Penalty Points											
AVERAGE HC		4.83	487	463	53	42						

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Ed Kearney	66	64	5.08	6	7	0.518	50	40	5.56	4	6
7.0	Jeff Richardson	0	0	#DIV/0!	0	0	#DIV/0!	32	48	4.00	0	0
6.0	Kevin Villarreal, Co-CPT	72	78	4.80	6	9	0.450	48	42	5.33	0	0
5.5	Josh Hughes	76	64	5.43	8	6	0.603	80	70	5.33	0	0
5.0	Tim Meise, CPT	58	52	5.27	6	5	0.557	49	51	4.90	2	8
4.0	Bruce Brockman	63	67	4.85	6	7	0.465	71	49	5.92	4	6
3.5	Larry Keefe	57	43	5.70	6	4	0.640	48	62	4.36	2	8
3.5	Tim Meise Jr	44	56	4.40	4	6	0.380	76	64	5.43	0	0
3.0	Liz Christian	43	47	4.78	4	5	0.458	59	61	4.92	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.94	479	471	46	49						

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.5	John Lamplugh	49	61	4.45	4	7	0.385	0	0	####	0	0
6.0	Scott Gibson, CPT	71	69	5.07	9	5	0.517	72	58	5.54	0	0
5.5	Brad Miller	69	51	5.75	9	3	0.665	57	53	5.18	0	0
4.0	Bill Scharff	47	63	4.27	5	6	0.347	68	52	5.67	0	0
4.0	Adam Brody	47	53	4.70	5	5	0.440	69	81	4.60	0	0
4.0	Eric Snyder	32	38	4.57	3	4	0.427	0	0	####	0	0
4.0	Doug Wagner	45	55	4.50	4	6	0.400	42	38	5.25	0	0
3.0	John Linn	45	55	4.50	4	6	0.400	44	56	4.40	0	0
3.0	Tracy Klinger	48	52	4.80	4	6	0.460	30	40	4.29	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.44	453	497	47	48						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	9 Ya Business	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
		F	A		W	L						
6.5	Rick Boyer	80	90	4.71	7	10	0.421	96	64	6.00	0	0
6.0	Jenn Kelly	49	51	4.90	5	5	0.480	46	54	4.60	0	0
4.5	Jim Roberts	106	84	5.58	11	8	0.668	57	83	4.07	0	0
4.0	John Hoffman	39	31	5.57	4	3	0.597	38	52	4.22	0	0
3.5	Ellie Heinly, Co-Cpt	51	49	5.10	5	5	0.520	36	54	4.00	0	0
3.5	Carlos Olmeda	59	61	4.92	6	6	0.482	53	67	4.42	0	0
3.0	Emily Dauberman	54	46	5.40	6	4	0.580	43	47	4.78	0	0
3.0	Jeremy Driver	47	53	4.70	4	6	0.440	53	57	4.82	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.25	485	465		48	47					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Rack Em Up	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
		F	L		W	L						
6.5	Rikki Johnson	57	53	5.18	6	5	0.538	66	64	5.08	4	6
6.0	Kyle Gamble	40	30	5.71	4	3	0.621	0	0	####	0	0
6.0	* Kelly Norris	60	30	6.67	8	1	0.817	67	43	6.09	0	0
5.5	Brian Hogentogler	70	60	5.38	7	6	0.588	52	58	4.73	11	9
4.5	Paul McMichael	70	60	5.38	9	4	0.588	53	47	5.30	12	8
4.5	Jack Jimmink	70	50	5.83	8	4	0.683	55	45	5.50	11	9
3.5	Ed Croco, CPT	65	75	4.64	6	8	0.414	54	56	4.91	0	0
3.0	Tammy Norris	45	45	5.00	5	4	0.500	57	33	6.33	4	6
2.5	Jackie Croco	27	43	3.86	2	5	0.306	58	52	5.27	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.67	504	446		55	40					

\*Kelly Norris played 6 of his matches as a 5.5 for MVP consideration

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Make It Weird	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A
		F	A		W	L						
6.0	Devan Retherford	62	88	4.13	5	10	0.283	92	68	5.75	8	12
5.0	Shawn Lilley	18	32	3.60	0	5	0.290	55	75	4.23	0	0
5.0	Mike Rankin	58	52	5.27	7	4	0.557	0	0	####	0	0
4.5	Betsy Goodman	50	50	5.00	4	6	0.500	56	54	5.09	0	0
4.0	Steve Hunter	39	41	4.88	3	5	0.478	38	42	4.75	8	2
4.0	Rick Johnson	62	68	4.77	6	7	0.447	72	58	5.54	12	8
4.0	*Bob Cohan	66	44	6.00	7	4	0.710	43	47	4.78	0	0
3.5	Jen Mallon, CPT	63	57	5.25	6	6	0.555	77	63	5.50	12	8
3.0	Hanna Shank	34	36	4.86	4	3	0.476	0	0	####	0	0
	Open Stats	9	11		1	1						
	Forfeits	7	3		1	0						
	Penalty Points											
AVERAGE HC		4.33	468	482		44	51					

\*Bob Cohan played 9 of his matches as a 3.5 for MVP consideration

3 Recycles Remaining								Last Session Points			Recent Postseason Performance		
HC	Marysville VFW	Points		Average	Match		MVP						
		F	A	PPM	W	L	Score	F	A	AVG	F	A	
5.5	Shawn Evinger	88	72	5.50	10	6	0.630	0	0	####	0	0	
5.5	Tom Speck	79	61	5.64	9	5	0.654	0	0	####	0	0	
5.0	Doi Bintavihok	52	58	4.73	6	5	0.443	0	0	####	0	0	
5.0	Dave Beck	63	57	5.25	6	6	0.555	0	0	####	0	0	
4.5	Ethan Miller	81	59	5.79	7	7	0.689	0	0	####	0	0	
4.0	Jeff Evinger	4	6	4.00	0	1	0.390	0	0	####	0	0	
4.0	Shannon Moore	58	62	4.83	6	6	0.463	0	0	####	0	0	
3.0	Susie Evinger, CPT	60	70	4.62	7	6	0.412	0	0	####	0	0	
3.0	Bob Bannon	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	
Open Stats													
Forfeits		14	6			2	0						
Penalty Points													
AVERAGE HC		4.39	499	451			53	42				0	0

HC	Anything	Points		Average	Match		MVP	Last Session Points			Recent Postseason Performance		
		F	A	PPM	W	L	Score	F	A	AVG	F	A	
M7.5	Tony Balsimo	65	55	5.42	7	5	0.592	82	38	6.83	22	8	
5.5	Justin Baird, CPT	41	49	4.56	4	5	0.416	21	49	3.00	0	0	
5.5	Denis Welker	62	38	6.20	7	3	0.740	53	57	4.82	0	0	
5.5	Winston Beshore	58	62	4.83	6	6	0.463	63	57	5.25	10	10	
5.0	Rich Long	40	40	5.00	4	4	0.500	48	52	4.80	4	6	
4.5	Jess Cassner	51	39	5.67	6	3	0.627	49	41	5.44	13	7	
4.0	Jason Wert	42	48	4.67	4	5	0.437	62	58	5.17	15	5	
4.0	Tom Plasic, Co-CPT	50	60	4.55	4	7	0.405	52	48	5.20	4	6	
3.5	Bo Bovidge	66	74	4.71	6	8	0.431	57	63	4.75	6	14	
Open Stats													
Forfeits		7	3			1	0						
Penalty Points													
AVERAGE HC		5.00	482	468			49	46					

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	97	73	5.71	10	7	0.691	84	86	4.94	0	0	
4.5	Jose Soto	31	39	4.43	1	6	0.403	34	56	3.78	0	0	
4.5	Tone Brubacher	52	68	4.33	3	9	0.353	33	47	4.13	0	0	
4.5	Ezequiel Rodriguez	33	57	3.67	2	7	0.247	54	56	4.91	0	0	
4.0	James Dagenhart	42	28	6.00	5	2	0.670	29	41	4.14	0	0	
3.5	Nick Ellis	64	86	4.27	5	10	0.317	74	76	4.93	0	0	
3.5	Bryan Shirk	39	41	4.88	5	3	0.478	15	35	3.00	0	0	
3.0	Monica Reinnagel	75	65	5.36	7	7	0.586	65	85	4.33	0	0	
3.0	Jacqui Hiemstra,CPT	24	36	4.00	3	3	0.340	42	38	5.25	0	0	
Open Stats													
Forfeits						0	0						
Penalty Points													
AVERAGE HC		4.22	457	493			41	54					

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.**

On any shot in which a foul occurs (including the break shot), the player who fouled will receive 0 points. Balls that are pocketed or jumped off the table will count as dead balls and stay down. The opposing player receives ball in hand. The exception is if the 9 ball is pocketed or jumped off the table. In this case, the 9 is spotted.

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 wants to rack for themselves, they must adhere to the guidelines of proper rack which means the 1 should be on the spot and the rack should not be "tilted". If the opponent suspects that the person racking is intentionally not doing these things, they can (within reason) call them on it. The person racking may use whatever rack they wish as long as the opponent agrees. If they don't agree, a wooden or plastic rack must be used. If the players agree at the start of the match that a template rack may be used but then later, one of the players no longer wants to use the template, a wooden or plastic rack will be used for the duration of that individual match. **IN SHORT...BE ADULTS ABOUT THIS!!**

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" or "M7.5") 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.

**\*\*\*In week 19, 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 19 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 **6 7** matches to qualify for postseason for this session/division.

This was changed back to 7 because we added another team after the session began which means no team will have any byes

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 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 / M7.5" can play for a given team in a given night. An "M7.5" counts as a 7.5 in regards to the 26.0 CAP

#### Projected Payouts

Tournament Champions	<b>\$2,000</b>
Tournament Runner-Up	<b>\$1,400</b>
Division Winner	<b>\$250</b>
Week 19 Winners (\$90 x 5)	<b>\$450</b>
Total Payouts	<b>\$4,100</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 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.**

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 reduce the chance of arguments.*

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 believes is appropriate to maintain integrity within the league. Furthermore, the league office may bring a player in at any handicap it feels is fair to the league as a whole. For example, if Dylan used to play in PACS as a 3.0 in 2001 and now wants to join the first place team in week 12 that won the championship last session, there is a strong possibility

that they will be coming back in at a higher handicap than a 3.0. The league will consider other league info / fargo ratings in determining a starting handicap but will also strive for fairness for the league as a whole.

**Break And Funs This Week**

Tony Balsimo 3  
Kevin Villarreal 2

**Break And Funs This Session**

Tony Balsimo 8  
Shawn Hoerner 8  
Ed Kearney 4  
John Lamplugh 4  
Kevin Villarreal 4  
Rick Boyer 3  
Kevin Marroquin 3  
Kevin Joy 2  
Justin Baird  
Bruce Brockman  
Alan Fleegal  
Belinda George  
Josh Hughes  
Tim Meise  
Brad Miller  
Jaafar Nabaoui  
Kelly Norris  
Brad Saksek  
Rich Worley

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

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

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

$$( 6.22 + 1.1 ) / 10 = .732$$

**MVPs**

**MVP SCORE**

<b>6.0-7.5 Category</b>	<b>Shawn Hoerner</b>	<b>0.691</b>
<b>4.0-5.5 Category</b>	<b>Kelly Norris</b>	<b>0.817</b>
<b>2.0-3.5 Category</b>	<b>Bob Cohan</b>	<b>0.710</b>