Week 10 11/5/26

PACS
PA CUE SPORTS

9 Ball
Fall '26 (Filler)

	Win %	Points F	Points A	Last Week	Match W	Match L	AVG HC	Home Location
It Don't Matter	**0.570**	228	172	33-17	24	16	4.44	Marysville Moose
Rack Em Up	**0.520**	208	192	26-24	22	18	4.69	Angies Diner
Chicks	**0.513**	205	195	27-23	22	18	4.50	Chicks
Pooling It Out	**0.508**	203	197	23-27	20	20	5.06	The Verhovay
9 Ya Business	**0.505**	202	198	30-20	21	19	4.50	HoHos Billiards
Make It Weird	**0.500**	200	200	17-33	19	21	4.56	The Hose
Motley 9 Crew	**0.485**	194	206	24-26	19	21	4.83	Dauphin Home Assoc
Marysville VFW	**0.458**	183	217	20-30	17	23	4.50	Marysville VFW
Zero Fux Given	**0.443**	177	223	BYE	16	24	4.44	Bressler Club
		1800	1800		180	180	4.61	

Week 10 Matchups
11/5/2026
Home Team is in **CAPS**

Home Team is in CAPS
POOLING IT OUT
9 YA BUSINESS
MOTLEY 9 CREW
it don't matter
rack em up
ZERO FUX GIVEN
chicks
BYE
make it weird

The #4 and #5 seeds will play each other in a play-in match at the end of the session for the last semifinal spot.

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.

REMINDER THAT DUES ARE NOW $10 / WEEK

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.

4 Recycles Remaining

HC	Chicks	Points F	Points A	Average PPM	Played	Match W	Match L	MVP Score	Last Session Points F	Last Session Points A	Last Session Points AVG	Recent Postseason Performance F	Recent Postseason Performance A
5.5	Alan Fleegal	41	29	5.86	7	4	3	0.646	84	76	5.25	0	0
5.5	Fred Brodbeck	21	29	4.20	5	2	3	0.380	67	73	4.79	0	0
5.5	Kevin Marroquin	33	27	5.50	6	4	2	0.580	47	53	4.70	0	0
5.0	Cody Yeager	5	15	2.50	2	0	2	0.200	0	0	####	0	0
5.0	Sean Gallagher	10	10	5.00	2	1	1	0.500	40	30	5.71	0	0
4.5	Frank Moore, CPT	41	39	5.13	8	5	3	0.523	52	68	4.33	0	0
3.5	Brad Saksek	19	21	4.75	4	2	2	0.465	49	51	4.90	0	0
3.0	Denyelle Hare	0	0	#DIV/0!	0	0	0	#DIV/0!	0	0	####	0	0
3.0	Nathalia Silva	35	25	5.83	6	4	2	0.633	67	63	5.15	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC	4.50	205	195			22	18						

3 Recycles Remaining

Pooling It Out

HC		Points F	Points A	Average PPM	Played	Match W	Match L	MVP Score	Last Session Points F	Last Session Points A	Last Session Points AVG	Recent Postseason Performance F	Recent Postseason Performance A
7.5	Ed Kearney	21	9	7.00	3	2	1	0.760	44	36	5.50	0	0
6.5	Jeff Richardson	15	15	5.00	3	2	1	0.500	30	30	5.00	0	0
6.0	Kevin Villarreal, Co-CPT	43	27	6.14	7	6	1	0.694	57	73	4.38	0	0
5.5	Josh Hughes	25	25	5.00	5	2	3	0.500	50	50	5.00	0	0
5.5	Tim Meise, CPT	14	16	4.67	3	1	2	0.457	59	61	4.92	0	0
4.0	Bruce Brockman	20	30	4.00	5	1	4	0.350	47	63	4.27	0	0
4.0	Liz Christian	21	29	4.20	5	2	3	0.380	70	40	6.36	0	0
3.5	TJ Meise	27	23	5.40	5	3	2	0.560	34	26	5.67	0	0
3.0	Dwayne Hoover	17	23	4.25	4	1	3	0.395	30	40	4.29	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC	5.06	203	197			20	20						

3 Recycles Remaining

It Don't Matter

HC		Points F	Points A	Average PPM	Played	Match W	Match L	MVP Score	Last Session Points F	Last Session Points A	Last Session Points AVG	Recent Postseason Performance F	Recent Postseason Performance A
6.5	John Lamplugh	37	33	5.29	7	4	3	0.549	0	0	####	0	0
6.0	Scott Gibson, CPT	33	17	6.60	5	4	1	0.740	65	65	5.00	0	0
5.0	Brad Miller	14	16	4.67	3	1	2	0.457	31	49	3.88	0	0
5.0	Anthony Cressler	23	27	4.60	5	2	3	0.440	69	51	5.75	0	0
4.5	Brian Minnich	50	20	7.14	7	6	1	0.864	66	64	5.08	0	0
4.0	Bill Scharff	16	24	4.00	4	0	4	0.360	46	34	5.75	0	0
3.5	John Linn	20	20	5.00	4	2	2	0.500	34	36	4.86	0	0
3.0	Tracy Klinger	22	8	7.33	3	3	0	0.803	34	36	4.86	0	0
2.5	Crystal Johnson	13	7	6.50	2	2	0	0.680	0	0	####	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC	4.44	228	172			24	16						

3 Recycles Remaining

9 Ya Business

HC		Points F	Points A	Average PPM	Played	Match W	Match L	MVP Score	Last Session Points F	Last Session Points A	Last Session Points AVG	Recent Postseason Performance F	Recent Postseason Performance A
6.0	Rick Boyer , Co-CPT	35	25	5.83	6	4	2	0.633	71	69	5.07	1	9
5.5	Jenn Kelly	19	21	4.75	4	2	2	0.465	48	52	4.80	0	0
5.5	Forrest Aeppli	15	15	5.00	3	2	1	0.500	12	18	4.00	0	0
5.5	Kevin Joy	46	44	5.11	9	5	4	0.521	88	62	5.87	9	1
5.0	Eric Van Selow	8	12	4.00	2	0	2	0.380	0	0	####	0	0
4.5	Jim Roberts	33	37	4.71	7	4	3	0.451	91	79	5.35	6	4
3.0	Ellie Heinly, Co-CPT	5	15	2.50	2	0	2	0.200	9	11	4.50	0	0
3.0	Ken Lepley	19	21	4.75	4	1	3	0.465	64	66	4.92	3	7
2.5	Steve Shipp	22	8	7.33	3	3	0	0.803	13	17	4.33	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC	4.50	202	198			21	19						

4 Recycles Remaining

Rack Em Up

HC		Points F	Points L	Average PPM	Played	Match W	Match L	MVP Score	Last Session Points F	Last Session Points A	Last Session Points AVG	Recent Postseason Performance F	Recent Postseason Performance A
7.0	Rikki Johnson	32	28	5.33	6	3	3	0.553	56	44	5.60	13	7
6.0	Kyle Gamble	6	24	2.00	3	0	3	0.110	48	32	6.00	1	9
6.0	Brian Hogentogler	33	27	5.50	6	4	2	0.580	69	71	4.93	7	3
5.0	Jack Jimmink	32	18	6.40	5	4	1	0.710	62	58	5.17	10	10
4.5	Paul McMichael	27	33	4.50	6	2	4	0.420	72	68	5.14	3	7
3.5	Ed Croco, CPT	36	24	6.00	6	5	1	0.660	43	47	4.78	6	4
3.5	Joe Kieres	24	16	6.00	4	3	1	0.640	30	30	5.00	0	0
2.0	Jackie Croco	18	22	4.50	4	1	3	0.430	24	36	4.00	7	3
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC	4.69	208	192			22	18						

4 Recycles Remaining

Make It Weird

HC		Points F	Points A	Average PPM	Played	Match W	Match L	MVP Score	Last Session Points F	Last Session Points A	Last Session Points AVG	Recent Postseason Performance F	Recent Postseason Performance A
7.0	Devan Retherford	35	25	5.83	6	4	2	0.633	110	70	6.11	12	8
6.5	Bruce Lenker	14	6	7.00	2	2	0	0.740	0	0	####	0	0
5.0	Mike Rankin	31	19	6.20	5	4	1	0.680	40	50	4.44	10	10
5.0	Rick Johnson	39	31	5.57	7	4	3	0.597	63	47	5.73	13	7
4.5	Mike Canoy	28	32	4.67	6	2	4	0.447	57	43	5.70	11	9
4.0	Bob Cohan	12	18	4.00	3	1	2	0.370	28	32	4.67	0	0
3.5	Betsy Goodman	21	29	4.20	5	2	3	0.380	53	57	4.82	3	7
3.5	Jen Mallon, CPT	14	26	3.50	4	0	4	0.290	58	42	5.80	4	6
2.0	Hanna Shank	6	14	3.00	2	0	2	0.260	20	40	3.33	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC	4.56	200	200			19	21						

3 Recycles Remaining

Marysville VFW

HC		Points F	Points A	Average PPM	Played	Match W	Match L	MVP Score	Last Session Points F	Last Session Points A	Last Session Points AVG	Recent Postseason Performance F	Recent Postseason Performance A
5.0	Shawn Evinger	19	41	3.17	6	1	5	0.207	56	74	4.31	7	3
5.0	Dave Beck	20	30	4.00	5	1	4	0.350	54	46	5.40	0	0
5.0	Tom Speck, Co-CPT	29	31	4.83	6	3	3	0.473	54	56	4.91	0	0
4.5	Doi Bintavihok	22	28	4.40	5	2	3	0.410	43	47	4.78	4	6
4.5	Ethan Miller, CPT	28	22	5.60	5	3	2	0.590	61	49	5.55	4	6
4.5	Bob Bannon	31	19	6.20	5	4	1	0.680	36	34	5.14	6	4
4.0	Paul Dojka	34	46	4.25	8	3	5	0.365	47	33	5.88	0	0
4.0	Mike Tibbens	0	0	#DIV/0!	0	0	0	#DIV/0!	0	0	####	0	0
4.0	Shannon Moore	0	0	#DIV/0!	0	0	0	#DIV/0!	36	34	5.14	2	8
	Open Stats												
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC	4.50	183	217			17	23						

4 Recycles Remaining

HC	Motley 9 Crew	Points F	Points A	Average PPM	Played	Match W	Match L	MVP Score	Last Session Points F	Last Session Points A	Last Session Points AVG	Recent Postseason Performance F	Recent Postseason Performance A
M7.5	Tony Balsimo	37	33	5.29	7	4	3	0.549	70	60	5.38	0	0
5.5	Justin Baird, CPT	26	24	5.20	5	2	3	0.530	37	33	5.29	0	0
5.0	Denis Welker	15	25	3.75	4	1	3	0.325	35	55	3.89	0	0
5.0	Winston Beshore	29	21	5.80	5	4	1	0.620	39	51	4.33	0	0
4.5	Rich Long	29	21	5.80	5	3	2	0.620	32	58	3.56	0	0
4.5	Jess Cassner	10	10	5.00	2	1	1	0.500	21	29	4.20	0	0
4.0	Jason Wert	10	20	3.33	3	1	2	0.283	26	54	3.25	0	0
4.0	Tom Plasic, Co-CPT	27	23	5.40	5	3	2	0.560	43	47	4.78	0	0
3.5	Bo Bovidge	11	29	2.75	4	0	4	0.185	52	58	4.73	0	0
	Open Stats												
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC	4.83	194	206			19	21						

3 Recycles Remaining

HC	Zero Fux Given	Points F	Points A	Average PPM	Played	Match W	Match L	MVP Score	Last Session Points F	Last Session Points A	Last Session Points AVG	Recent Postseason Performance F	Recent Postseason Performance A
7.0	Shawn Hoerner	30	40	4.29	7	3	4	0.379	73	67	5.21	7	13
5.5	Tone Brubacher	25	35	4.17	6	2	4	0.367	51	29	6.38	8	2
5.0	Jose Soto	24	26	4.80	5	2	3	0.470	51	39	5.67	9	11
4.5	Ezequiel Rodriguez	14	26	3.50	4	1	3	0.290	58	52	5.27	4	6
4.5	James Dagenhart	29	31	4.83	6	3	3	0.473	37	43	4.63	13	7
3.5	John Stough	16	24	4.00	4	2	2	0.360	43	47	4.78	0	0
3.5	Nick Ellis, Co-CPT	22	18	5.50	4	2	2	0.570	53	57	4.82	7	13
3.0	Monica Reinnagel	15	15	5.00	3	1	2	0.500	39	51	4.33	0	0
3.0	Jacqui Hiemstra,CPT	2	8	2.00	1	0	1	0.170	29	31	4.83	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC	4.44	177	223			16	24						

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 playere 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.

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 $100**
(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** 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 $20 for that match. The $20 includes the $10 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	**$1,800**
Tournament Runner-Up	**$1,200**
Division Winner	**$300**
Week 19 Winners ($100 x 4)	**$400**
Total Payouts	**$3,700**

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 timout), 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 6 matches in this division **(this session)** 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 2023 and now wants to join the first place team in week 12 that won the championship last session, there is a strong possibility that he 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
Brad Saksek	
Jeff Richardson	

Break And Funs This Session

Tony Balsimo	11
Shawn Hoerner	2
John Lamplugh	2
Devan Retherford	2
Jeff Richardson	2
Kevin Villarreal	2
Forrest Aeppli	
Justin Baird	
Rick Boyer	
Jack Jimmink	
Rikki Johnson	
Ed Kearney	
Ethan Miller	
Brad Saksek	

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

((56 / (9 matches played))+ ((56 - 34)*.05)) / 10 =
((6.22) + (22 x .05)) / 10 =
(6.22 + 1.1) / 10 = **.732**