



9 Ball
Spring '26 (Filler)

Week 12 7/2/26

Week 12 Matchups
7/2/2026
Home Team is in **CAPS**

	Win %	Points		Last	Match	AVG	Home Location		
		F	A	Week	W	L			HC
Zero Fux Given	0.536	268	232	27-23	30	20	4.44	Bressler Club	ANYTHING
Pooling It Out	0.532	266	234	29-21	28	22	5.17	The Verhovay	make it weird
Make It Weird	0.520	260	240	33-17	28	22	4.28	The Hose	POOLING IT OUT
Rack Em Up	0.512	256	244	31-19	29	21	4.56	Angies Diner	MARYSVILLE VFW
9 Ya Business	0.508	254	246	23-27	24	26	4.61	HoHos Billiards	chicks
Marysville VFW	0.506	253	247	21-29	26	24	4.50	Marysville VFW	rack em up
Chicks	0.487	219	231	19-31	21	24	4.89	Chicks	9 YA BUSINESS
It Don't Matter	0.472	236	264	17-33	21	29	4.50	Marysville Moose	BYE
Anything	0.418	188	262	BYE	13	32	4.94	Dauphin Home Assoc	zero fux given
		2200	2200		220	220	4.70		

The #4 and #5 seed will play each other in a "play-in" match at the end of session to determine the last team to qualify for the Semifinals. Match will be played at #4 seed home location.

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.

3 Recycles Remaining

HC	Chicks	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
6.0	Kevin Shutt	6	14	3.00	0	2	0.260	68	52	5.67	4	6
6.0	Fred Brodbeck	39	31	5.57	3	4	0.597	54	36	6.00	1	9
5.5	Kevin Marroquin	23	27	4.60	3	2	0.440	54	56	4.91	0	0
5.5	Alan Fleegal	37	43	4.63	3	5	0.433	76	54	5.85	0	0
5.0	Frank Moore, CPT	17	23	4.25	2	2	0.395	0	0	####	0	0
5.0	Sean Gallagher	32	28	5.33	4	2	0.553	55	55	5.00	3	7
4.0	Brad Saksek	25	25	5.00	2	3	0.500	53	47	5.30	0	0
4.0	Rich Worley	7	3	7.00	1	0	0.720	40	50	4.44	0	0
3.0	Nathalia Silva	33	37	4.71	3	4	0.451	52	58	4.73	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.89	219	231		21	24					

4 Recycles Remaining

HC	Pooling It Out	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	28	22	5.60	3	2	0.590	66	64	5.08	19	11
7.0	Jeff Richardson	18	22	4.50	1	3	0.430	0	0	####	0	0
6.5	Kevin Villarreal, Co-CPT	45	45	5.00	5	4	0.500	72	78	4.80	17	13
6.0	Josh Hughes	38	22	6.33	4	2	0.713	76	64	5.43	12	8
5.0	Tim Meise, CPT	27	23	5.40	3	2	0.560	58	52	5.27	7	3
4.0	Bruce Brockman	27	43	3.86	3	4	0.306	63	67	4.85	13	7
3.5	Dwayne Hoover	15	25	3.75	0	4	0.325	0	0	####	0	0
3.5	TJ Meise	23	7	7.67	3	0	0.847	44	56	4.40	0	0
3.5	Liz Christian	37	23	6.17	5	1	0.687	43	47	4.78	0	0
	Open Stats	8	2		1	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.17	266	234	28	22						

4 Recycles Remaining

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
7.0	Steve Wood	25	35	4.17	2	4	0.367	0	0	####	0	0
5.5	Scott Gibson, CPT	25	35	4.17	2	4	0.367	71	69	5.07	0	0
5.0	Brad Miller	18	32	3.60	1	4	0.290	69	51	5.75	0	0
5.0	Anthony Cressler	50	30	6.25	6	2	0.725	0	0	####	0	0
4.0	Bill Scharff	20	20	5.00	2	2	0.500	47	63	4.27	0	0
4.0	Brian Minnich	40	40	5.00	3	5	0.500	0	0	####	0	0
3.5	Doug Wagner	10	30	2.50	0	4	0.150	45	55	4.50	0	0
3.5	John Linn	21	19	5.25	2	2	0.535	45	55	4.50	0	0
3.0	Tracy Klinger	27	23	5.40	3	2	0.560	48	52	4.80	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.50	236	264	21	29						

3 Recycles Remaining

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
7.0	Steve Weaver	27	13	6.75	3	1	0.745	0	0	####	0	0
6.0	Rick Boyer, Co-Cpt	35	45	4.38	3	5	0.388	80	90	4.71	2	8
6.0	Jenn Kelly	25	25	5.00	2	3	0.500	49	51	4.90	0	0
5.5	Kevin Joy	61	39	6.10	7	3	0.720	84	86	4.94	0	0
5.0	Jim Roberts	63	47	5.73	6	5	0.653	106	84	5.58	6	4
3.5	Ellie Heinly, Co-Cpt	0	0	#DIV/0!	0	0	#DIV/0!	51	49	5.10	0	0
3.0	Ken Lepley	33	47	4.13	3	5	0.343	0	0	####	0	0
3.0	Jeremy Driver	5	15	2.50	0	2	0.200	47	53	4.70	0	0
2.5	Steve Shipp	5	15	2.50	0	2	0.200	55	65	4.58	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.61	254	246	24	26						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Rack Em Up	Points		Average	Match		MVP					
		F	L	PPM	W	L	Score	F	A	AVG	F	A
6.5	Rikki Johnson	33	27	5.50	4	2	0.580	57	53	5.18	0	0
6.5	Kyle Gamble	32	18	6.40	4	1	0.710	40	30	5.71	3	7
6.0	Brian Hogentogler	41	39	5.13	4	4	0.523	70	60	5.38	8	2
4.5	Paul McMichael	37	33	5.29	4	3	0.549	70	60	5.38	0	0
4.5	Jack Jimmink	31	29	5.17	4	2	0.527	70	50	5.83	2	8
3.5	Ed Croco, CPT	22	28	4.40	2	3	0.410	65	75	4.64	4	6
3.0	Joe Kieres	16	14	5.33	2	1	0.543	0	0	####	0	0
2.0	Jackie Croco	13	27	3.25	1	3	0.255	27	43	3.86	0	0
	Open Stats	31	29		4	2						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.56	256	244	29	21						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Make It Weird	Points		Average	Match		MVP					
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Devan Retherford	73	37	6.64	9	2	0.844	62	88	4.13	0	0
5.0	Mike Rankin	27	33	4.50	3	3	0.420	58	52	5.27	0	0
4.5	Mike Canoy	35	35	5.00	3	4	0.500	0	0	####	0	0
4.5	Rick Johnson	33	17	6.60	4	1	0.740	62	68	4.77	0	0
4.0	Steve Hunter	20	20	5.00	3	1	0.500	39	41	4.88	0	0
4.0	Betsy Goodman	14	26	3.50	1	3	0.290	50	50	5.00	0	0
4.0	Bob Cohan	15	15	5.00	1	2	0.500	66	44	6.00	0	0
3.5	Jen Mallon, CPT	33	27	5.50	4	2	0.580	63	57	5.25	0	0
2.5	Hanna Shank	10	30	2.50	0	4	0.150	34	36	4.86	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.28	260	240	28	22						

4 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	Dave Beck	34	26	5.67	4	2	0.607	63	57	5.25	6	4
5.0	Shawn Evinger	26	54	3.25	2	6	0.185	88	72	5.50	10	10
5.0	Doi Bintaviahok	33	37	4.71	3	4	0.451	52	58	4.73	9	11
5.0	Tom Speck	23	27	4.60	2	3	0.440	79	61	5.64	4	6
4.5	Paul Dojka	33	17	6.60	4	1	0.740	0	0	####	0	0
4.5	Bob Bannon	22	8	7.33	3	0	0.803	0	0	####	0	0
4.0	Ethan Miller	32	38	4.57	2	5	0.427	81	59	5.79	5	15
4.0	Shannon Moore	26	24	5.20	3	2	0.530	58	62	4.83	7	3
3.0	Susie Evinger, CPT	24	16	6.00	3	1	0.640	60	70	4.62	0	0
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.50	253	247	26	24						

4 Recycles Remaining

HC	Anything	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
M7.5	Tony Balsimo	33	37	4.71	3	4	0.451	65	55	5.42	12	8
5.5	Justin Baird, CPT	17	13	5.67	2	1	0.587	41	49	4.56	0	0
5.5	Denis Welker	25	25	5.00	2	3	0.500	62	38	6.20	3	7
5.0	Winston Beshore	10	30	2.50	0	4	0.150	58	62	4.83	0	0
4.5	Rich Long	27	43	3.86	1	6	0.306	40	40	5.00	8	12
4.5	Jess Cassner	17	23	4.25	1	3	0.395	51	39	5.67	4	6
4.5	Jason Wert	14	26	3.50	1	3	0.290	42	48	4.67	8	2
4.0	Bo Bovidge	32	28	5.33	3	3	0.553	66	74	4.71	9	1
3.5	Tom Plasic, Co-CPT	13	37	2.60	0	5	0.140	50	60	4.55	3	7
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.94	188	262		13	32					

4 Recycles Remaining

HC	Zero Fux Given	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A		W	L		F	A	AVG	F	A
M7.5	Shawn Hoerner	53	37	5.89	6	3	0.669	97	73	5.71	0	0
5.0	Jose Soto	29	21	5.80	3	2	0.620	31	39	4.43	0	0
5.0	Tone Brubacher	16	4	8.00	2	0	0.860	52	68	4.33	0	0
4.0	Ezequiel Rodriguez	36	34	5.14	5	2	0.524	33	57	3.67	0	0
4.0	John Stough	29	31	4.83	4	2	0.473	0	0	####	0	0
4.0	James Dagenhart	18	32	3.60	1	4	0.290	42	28	6.00	0	0
4.0	Nick Ellis	34	26	5.67	4	2	0.607	64	86	4.27	0	0
3.5	Monica Reinnagel	33	37	4.71	3	4	0.451	75	65	5.36	0	0
3.0	Jacqui Hiemstra, CPT	20	10	6.67	2	1	0.717	24	36	4.00	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.44	268	232		30	20					

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** 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 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	\$1,500
Tournament Runner-Up	\$1,000
Division Winner	\$240
Week 19 Winners (\$90 x 4)	\$360
Total Payouts	\$3,100

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 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 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

Kevin Villarreal	2
Tone Brubacher	

Break And Funs This Session

Shawn Hoerner	7
Tony Balsimo	5
Ed Kearney	2
Kevin Villarreal	2
Steve Weaver	2
Steve Wood	2
Rick Boyer	
Tone Brubacher	
Kyle Gamble	
Devan Retherford	
Kevin Shutt	
Jose Soto	

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

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