



9 Ball
Spring '26 (Filler)

Week 17 8/6/26

Week 17 Matchups
8/6/2026

Home Team is in **CAPS**

	Win %	Points F A	Last Week	Match W L	AVG HC	Home Location	
Make It Weird	0.524	367 333	27-23	40 30	4.28	The Hose	rack em up
Rack Em Up	0.521	365 335	BYE	41 29	4.56	Angies Diner	MAKE IT WEIRD
Marysville VFW	0.517	388 362	28-22	40 35	4.56	Marysville VFW	BYE
Zero Fux Given	0.510	357 343	22-28	40 30	4.50	Bressler Club	CHICKS
9 Ya Business	0.506	354 346	30-20	34 36	4.83	HoHos Billiards	IT DON'T MATTER
Pooling It Out	0.495	371 379	20-30	33 42	5.06	The Verhovay	anything
It Don't Matter	0.483	338 362	24-26	32 38	4.50	Marysville Moose	9 ya business
Chicks	0.480	336 364	23-27	34 36	4.83	Chicks	zero fux given
Anything	0.463	324 376	26-24	26 44	4.83	Dauphin Home Assoc	POOLING IT OUT
		3200 3200		320 320	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.

2 Recycles Remaining

HC	Chicks	Points		Average PPM	Played	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	2	0	2	0.260	68	52	5.67	4	6
6.0	Fred Brodbeck	51	59	4.64	11	3	8	0.424	54	36	6.00	1	9
5.5	Kevin Marroquin	43	47	4.78	9	6	3	0.458	54	56	4.91	0	0
5.5	Alan Fleegal	71	69	5.07	14	7	7	0.517	76	54	5.85	0	0
5.0	Frank Moore, CPT	40	50	4.44	9	5	4	0.394	0	0	####	0	0
5.0	Sean Gallagher	32	28	5.33	6	4	2	0.553	55	55	5.00	3	7
4.0	Brad Saksek	37	43	4.63	8	3	5	0.433	53	47	5.30	0	0
4.0	Rich Worley	7	3	7.00	1	1	0	0.720	40	50	4.44	0	0
2.5	Nathalia Silva	49	51	4.90	10	5	5	0.480	52	58	4.73	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.83	336	364		34	36						

3 Recycles Remaining

HC	Pooling It Out	Points		Average PPM	Played	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A			W	L		F	A	AVG	F	A
7.5	Ed Kearney	36	34	5.14	7	3	4	0.524	66	64	5.08	19	11
6.5	Jeff Richardson	22	28	4.40	5	1	4	0.410	0	0	####	0	0
6.0	Kevin Villarreal, Co-CPT	54	66	4.50	12	5	7	0.390	72	78	4.80	17	13
6.0	Josh Hughes	47	43	5.22	9	4	5	0.542	76	64	5.43	12	8
5.5	Tim Meise, CPT	56	54	5.09	11	5	6	0.519	58	52	5.27	7	3
4.0	Bruce Brockman	35	55	3.89	9	3	6	0.289	63	67	4.85	13	7
3.5	Liz Christian	57	33	6.33	9	7	2	0.753	43	47	4.78	0	0
3.5	TJ Meise	34	26	5.67	6	4	2	0.607	44	56	4.40	0	0
3.0	Dwayne Hoover	22	38	3.67	6	0	6	0.287	0	0	####	0	0
	Open Stats	8	2			1	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		5.06	371	379		33	42						

4 Recycles Remaining

HC	It Don't Matter	Points		Average PPM	Played	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A			W	L		F	A	AVG	F	A
7.0	Steve Wood	36	44	4.50	8	3	5	0.410	0	0	####	0	0
5.5	Scott Gibson, CPT	52	48	5.20	10	5	5	0.540	71	69	5.07	0	0
5.0	Brad Miller	25	45	3.57	7	1	6	0.257	69	51	5.75	0	0
5.0	Anthony Cressler	62	48	5.64	11	8	3	0.634	0	0	####	0	0
4.0	Bill Scharff	33	27	5.50	6	4	2	0.580	47	63	4.27	0	0
4.0	Brian Minnich	57	53	5.18	11	5	6	0.538	0	0	####	0	0
3.5	Doug Wagner	12	38	2.40	5	0	5	0.110	45	55	4.50	0	0
3.5	John Linn	30	30	5.00	6	3	3	0.500	45	55	4.50	0	0
3.0	Tracy Klinger	31	29	5.17	6	3	3	0.527	48	52	4.80	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.50	338	362		32	38						

3 Recycles Remaining

HC	9 Ya Business	Points		Average PPM	Played	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A			W	L		F	A	AVG	F	A
7.0	Steve Weaver	30	20	6.00	5	3	2	0.650	0	0	####	0	0
6.0	Rick Boyer , Co-Cpt	55	55	5.00	11	6	5	0.500	80	90	4.71	2	8
6.0	Jenn Kelly	43	37	5.38	8	4	4	0.568	49	51	4.90	0	0
5.5	Forrest Aeppli	8	12	4.00	2	1	1	0.380	0	0	####	0	0
5.5	Kevin Joy	74	56	5.69	13	8	5	0.659	84	86	4.94	0	0
4.5	Jim Roberts	73	67	5.21	14	6	8	0.551	106	84	5.58	6	4
3.5	Ellie Heinly, Co-Cpt	3	7	3.00	1	0	1	0.280	51	49	5.10	0	0
3.0	Ken Lepley	50	60	4.55	11	5	6	0.405	0	0	####	0	0
2.5	Steve Shipp	13	17	4.33	3	1	2	0.413	55	65	4.58	0	0
	Open Stats	5	15			0	2						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.83	354	346		34	36						

3 Recycles Remaining

HC	Rack Em Up	Points		Average PPM	Played	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	L			W	L		F	A	AVG	F	A
7.0	Rikki Johnson	46	34	5.75	8	6	2	0.635	57	53	5.18	0	0
6.5	Kyle Gamble	42	28	6.00	7	5	2	0.670	40	30	5.71	3	7
5.5	Brian Hogentogler	58	52	5.27	11	6	5	0.557	70	60	5.38	8	2
4.5	Paul McMichael	57	53	5.18	11	6	5	0.538	70	60	5.38	0	0
4.5	Jack Jimmink	47	43	5.22	9	6	3	0.542	70	50	5.83	2	8
3.5	Ed Croco, CPT	33	37	4.71	7	3	4	0.451	65	75	4.64	4	6
3.0	Joe Kieres	27	23	5.40	5	3	2	0.560	0	0	####	0	0
2.0	Jackie Croco	24	36	4.00	6	2	4	0.340	27	43	3.86	0	0
					0								
	Open Stats	31	29			4	2						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.56	365	335		41	29						

3 Recycles Remaining

HC	Make It Weird	Points		Average PPM	Played	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A			W	L		F	A	AVG	F	A
6.5	Devan Retherford	91	59	6.07	15	11	4	0.767	62	88	4.13	0	0
5.0	Mike Rankin	33	37	4.71	7	4	3	0.451	58	52	5.27	0	0
4.5	Mike Canoy	44	36	5.50	8	4	4	0.590	0	0	####	0	0
4.5	Rick Johnson	49	31	6.13	8	6	2	0.703	62	68	4.77	0	0
4.0	Steve Hunter	20	20	5.00	4	3	1	0.500	39	41	4.88	0	0
4.0	Betsy Goodman	39	41	4.88	8	4	4	0.478	50	50	5.00	0	0
4.0	Bob Cohan	28	32	4.67	6	2	4	0.447	66	44	6.00	0	0
3.5	Jen Mallon, CPT	51	39	5.67	9	6	3	0.627	63	57	5.25	0	0
2.5	Hanna Shank	12	38	2.40	5	0	5	0.110	34	36	4.86	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.28	367	333		40	30						

4 Recycles Remaining

HC	Marysville VFW	Points		Average PPM	Played	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A			W	L		F	A	AVG	F	A
5.5	Dave Beck	51	39	5.67	9	6	3	0.627	63	57	5.25	6	4
5.5	Tom Speck	44	46	4.89	9	3	6	0.479	79	61	5.64	4	6
5.0	Doi Bintaviahok	36	44	4.50	8	3	5	0.410	52	58	4.73	9	11
5.0	Shawn Evinger	53	67	4.42	12	6	6	0.372	88	72	5.50	10	10
4.5	Bob Bannon	35	25	5.83	6	4	2	0.633	0	0	####	0	0
4.5	Paul Dojka	43	27	6.14	7	5	2	0.694	0	0	####	0	0
4.0	Ethan Miller	52	48	5.20	10	5	5	0.540	81	59	5.79	5	15
4.0	Shannon Moore	36	34	5.14	7	4	3	0.524	58	62	4.83	7	3
3.0	Susie Evinger, CPT	38	32	5.43	7	4	3	0.573	60	70	4.62	0	0
	Open Stats												
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.56	388	362		40	35						

4 Recycles Remaining

HC	Anything	Points		Average PPM	Played	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A			W	L		F	A	AVG	F	A
M7.5	Tony Balsimo	68	52	5.67	12	8	4	0.647	65	55	5.42	12	8
5.5	Justin Baird, CPT	31	29	5.17	6	3	3	0.527	41	49	4.56	0	0
5.5	Denis Welker	31	39	4.43	7	2	5	0.403	62	38	6.20	3	7
4.5	Winston Beshore	35	45	4.38	8	3	5	0.388	58	62	4.83	0	0
4.5	Rich Long	27	43	3.86	7	1	6	0.306	40	40	5.00	8	12
4.5	Jess Cassner	21	29	4.20	5	1	4	0.380	51	39	5.67	4	6
4.0	Jason Wert	22	48	3.14	7	1	6	0.184	42	48	4.67	8	2
4.0	Bo Bovidge	46	44	5.11	9	4	5	0.521	66	74	4.71	9	1
3.5	Tom Plasic, Co-CPT	43	47	4.78	9	3	6	0.458	50	60	4.55	3	7
	Open Stats												
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.83	324	376		26	44						

2 Recycles Remaining

HC	Zero Fux Given	Points		Average PPM	Played	Match		MVP Score	Last Session Points			Recent Postseason Performance	
		F	A			W	L		F	A	AVG	F	A
M7.5	Shawn Hoerner	65	55	5.42	12	7	5	0.592	97	73	5.71	0	0
5.0	Jose Soto	37	33	5.29	7	3	4	0.549	31	39	4.43	0	0
5.0	Tone Brubacher	38	22	6.33	6	5	1	0.713	52	68	4.33	0	0
4.5	Ezequiel Rodriguez	45	45	5.00	9	6	3	0.500	33	57	3.67	0	0
4.0	John Stough	35	35	5.00	7	5	2	0.500	0	0	####	0	0
4.0	James Dagenhart	31	39	4.43	7	3	4	0.403	42	28	6.00	0	0
4.0	Nick Ellis	46	44	5.11	9	5	4	0.521	64	86	4.27	0	0
3.5	Monica Reinnagel	33	47	4.13	8	3	5	0.343	75	65	5.36	0	0
3.0	Jacqui Hiemstra,CPT	27	23	5.40	5	3	2	0.560	24	36	4.00	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.50	357	343		40	30						

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 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 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

Dave Beck
Steve Wood

Break And Funs This Session

Shawn Hoerner	10
Tony Balsimo	9
Steve Wood	4
Ed Kearney	2
Kevin Villarreal	2
Steve Weaver	2
Dave Beck	
Rick Boyer	
Tone Brubacher	
Kyle Gamble	
Kevin Joy	
Devan Retherford	
Jeff Richardson	
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.....

(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

$$\left(\left(56 / (9 \text{ matches played}) \right) + \left((56 - 34) * .05 \right) \right) / 10 =$$
$$((6.22) + (22 * .05)) / 10 =$$
$$(6.22 + 1.1) / 10 = .732$$