



9 Ball
Fall '26 (Filler)

Week 2 9/10/26

Week 2 Matchups
9/10/2026

Home Team is in **CAPS**

	Win %	Points F A	Last Week	Match W L	AVG HC	Home Location	
Make It Weird	0.580	29 21	29-21	4 1	4.67	The Hose	rack em up
Chicks	0.580	29 21	29-21	4 1	4.78	Chicks	ZERO FUX GIVEN
Rack Em Up	0.560	28 22	28-22	3 2	4.56	Angies Diner	MAKE IT WEIRD
Pooling It Out	0.560	28 22	28-22	4 1	5.17	The Verhovay	marysville vfw
9 Ya Business	0.440	22 28	22-28	2 3	4.83	HoHos Billiards	MOTLEY 9 CREW
It Don't Matter	0.440	22 28	22-28	1 4	4.33	Marysville Moose	BYE
Motley 9 Crew	0.420	21 29	21-29	1 4	4.78	Dauphin Home Assoc	9 ya business
Zero Fux Given	0.420	21 29	21-29	1 4	4.50	Bressler Club	chicks
Marysville VFW	#DIV/0!	0 0	BYE	0 0	4.75	Marysville VFW	POOLING IT OUT
		200 200		20 20	4.70		

Zero Fux Given defeated Marysville VFW 27-23 in the play-in match on 8/27/26

FULL SCHEDULE WILL BE POSTED BY MONDAY 9/7/26

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		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	0	0	#DIV/0!	0	0	0	#DIV/0!	6	14	3.00	0	0
5.5	Fred Brodbeck	1	9	1.00	1	0	1	0.060	67	73	4.79	0	0
5.5	Kevin Marroquin	0	0	#DIV/0!	0	0	0	#DIV/0!	47	53	4.70	0	0
5.5	Alan Fleegal	8	2	8.00	1	1	0	0.830	84	76	5.25	0	0
5.0	Sean Gallagher	6	4	6.00	1	1	0	0.610	40	30	5.71	0	0
4.5	Frank Moore, CPT	6	4	6.00	1	1	0	0.610	52	68	4.33	0	0
4.0	Brad Saksek	0	0	#DIV/0!	0	0	0	#DIV/0!	49	51	4.90	0	0
4.0	Rich Worley	0	0	#DIV/0!	0	0	0	#DIV/0!	7	3	7.00	0	0
3.0	Nathalia Silva	8	2	8.00	1	1	0	0.830	67	63	5.15	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.78	29	21		4	1						

4 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	0	0	#DIV/0!	0	0	0	#DIV/0!	44	36	5.50	0	0
7.0	Jeff Richardson	6	4	6.00	1	1	0	0.610	30	30	5.00	0	0
6.0	Kevin Villarreal, Co-CPT	6	4	6.00	1	1	0	0.610	57	73	4.38	0	0
5.5	Josh Hughes	7	3	7.00	1	1	0	0.720	50	50	5.00	0	0
5.5	Tim Meise, CPT	0	0	#DIV/0!	0	0	0	#DIV/0!	59	61	4.92	0	0
4.0	Bruce Brockman	6	4	6.00	1	1	0	0.610	47	63	4.27	0	0
4.0	Liz Christian	0	0	#DIV/0!	0	0	0	#DIV/0!	70	40	6.36	0	0
3.5	TJ Meise	3	7	3.00	1	0	1	0.280	34	26	5.67	0	0
3.5	Dwayne Hoover	0	0	#DIV/0!	0	0	0	#DIV/0!	30	40	4.29	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		5.17	28	22		4	1						

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
6.5	John Lamplugh	4	6	4.00	1	0	1	0.390	0	0	####	0	0
5.5	Scott Gibson, CPT	4	6	4.00	1	0	1	0.390	65	65	5.00	0	0
5.0	Brad Miller	0	0	#DIV/0!	0	0	0	#DIV/0!	31	49	3.88	0	0
5.0	Anthony Cressler	3	7	3.00	1	0	1	0.280	69	51	5.75	0	0
4.0	Bill Scharff	4	6	4.00	1	0	1	0.390	46	34	5.75	0	0
4.0	Brian Minnich	0	0	#DIV/0!	0	0	0	#DIV/0!	66	64	5.08	0	0
3.5	John Linn	7	3	7.00	1	1	0	0.720	34	36	4.86	0	0
3.0	Tracy Klinger	0	0	#DIV/0!	0	0	0	#DIV/0!	34	36	4.86	0	0
2.5	Crystal Johnson	0	0	#DIV/0!	0	0	0	#DIV/0!	0	0	####	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.33	22	28		1	4						

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	0	0	#DIV/0!	0	0	0	#DIV/0!	34	26	5.67	0	0
6.0	Rick Boyer , Co-Cpt	1	9	1.00	1	0	1	0.060	71	69	5.07	1	9
6.0	Jenn Kelly	0	0	#DIV/0!	0	0	0	#DIV/0!	48	52	4.80	0	0
5.5	Forrest Aeppli	0	0	#DIV/0!	0	0	0	#DIV/0!	12	18	4.00	0	0
5.5	Kevin Joy	12	8	6.00	2	1	1	0.620	88	62	5.87	9	1
4.5	Jim Roberts	6	4	6.00	1	1	0	0.610	91	79	5.35	6	4
3.5	Ellie Heinly	0	0	#DIV/0!	0	0	0	#DIV/0!	9	11	4.50	0	0
3.0	Ken Lepley	3	7	3.00	1	0	1	0.280	64	66	4.92	3	7
2.5	Steve Shipp	0	0	#DIV/0!	0	0	0	#DIV/0!	13	17	4.33	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.83	22	28		2	3						

4 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	9	1	9.00	1	1	0	0.940	56	44	5.60	9	1
6.5	Kyle Gamble	1	9	1.00	1	0	1	0.060	48	32	6.00	1	9
5.5	Brian Hogentogler	7	3	7.00	1	1	0	0.720	69	71	4.93	0	0
4.5	Paul McMichael	0	0	#DIV/0!	0	0	0	#DIV/0!	72	68	5.14	0	0
4.5	Jack Jimmink	4	6	4.00	1	0	1	0.390	62	58	5.17	4	6
3.5	Ed Croco, CPT	0	0	#DIV/0!	0	0	0	#DIV/0!	43	47	4.78	0	0
3.0	Joe Kieres	0	0	#DIV/0!	0	0	0	#DIV/0!	30	30	5.00	0	0
2.0	Jackie Croco	7	3	7.00	1	1	0	0.720	24	36	4.00	7	3
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.56	28	22		3	2						

4 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
7.0	Devan Retherford	6	4	6.00	1	1	0	0.610	110	70	6.11	6	4
6.5	Bruce Lenker (Ineligible in week 2)	0	0	#DIV/0!	0	0	0	#DIV/0!	0	0	####	0	0
5.0	Mike Rankin	7	3	7.00	1	1	0	0.720	40	50	4.44	7	3
4.5	Mike Canoy	7	3	7.00	1	1	0	0.720	57	43	5.70	7	3
4.5	Rick Johnson	6	4	6.00	1	1	0	0.610	63	47	5.73	6	4
4.0	Betsy Goodman	3	7	3.00	1	0	1	0.280	53	57	4.82	3	7
4.0	Bob Cohan	0	0	#DIV/0!	0	0	0	#DIV/0!	28	32	4.67	0	0
4.0	Jen Mallon, CPT	0	0	#DIV/0!	0	0	0	#DIV/0!	58	42	5.80	0	0
2.5	Hanna Shank	0	0	#DIV/0!	0	0	0	#DIV/0!	20	40	3.33	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.67	29	21		4	1						

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	0	0	#DIV/0!	0	0	0	#DIV/0!	54	46	5.40	0	0
5.5	Tom Speck, Co-CPT	0	0	#DIV/0!	0	0	0	#DIV/0!	54	56	4.91	0	0
5.0	Doi Bintaviahok	0	0	#DIV/0!	0	0	0	#DIV/0!	43	47	4.78	4	6
5.0	Shawn Evinger	0	0	#DIV/0!	0	0	0	#DIV/0!	56	74	4.31	7	3
4.5	Ethan Miller, CPT	0	0	#DIV/0!	0	0	0	#DIV/0!	61	49	5.55	4	6
4.5	Paul Dojka	0	0	#DIV/0!	0	0	0	#DIV/0!	47	33	5.88	0	0
4.0	Bob Bannon	0	0	#DIV/0!	0	0	0	#DIV/0!	36	34	5.14	6	4
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		4.75	0	0		0	0						

4 Recycles Remaining

HC	Motley 9 Crew	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	2	8	2.00	1	0	1	0.170	70	60	5.38	0	0
5.5	Justin Baird, CPT	4	6	4.00	1	0	1	0.390	37	33	5.29	0	0
5.5	Denis Welker	0	0	#DIV/0!	0	0	0	#DIV/0!	35	55	3.89	0	0
4.5	Winston Beshore	0	0	#DIV/0!	0	0	0	#DIV/0!	39	51	4.33	0	0
4.5	Rich Long	9	1	9.00	1	1	0	0.940	32	58	3.56	0	0
4.5	Jess Cassner	0	0	#DIV/0!	0	0	0	#DIV/0!	21	29	4.20	0	0
4.0	Jason Wert	0	0	#DIV/0!	0	0	0	#DIV/0!	26	54	3.25	0	0
3.5	Bo Bovidge	2	8	2.00	1	0	1	0.170	52	58	4.73	0	0
3.5	Tom Plasic, Co-CPT	4	6	4.00	1	0	1	0.390	43	47	4.78	0	0
	Open Stats												
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.78	21	29		1	4						

4 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
7.5	Shawn Hoerner	4	6	4.00	1	0	1	0.390	73	67	5.21	7	13
5.5	Tone Brubacher	0	0	#DIV/0!	0	0	0	#DIV/0!	51	29	6.38	8	2
5.0	Jose Soto	3	7	3.00	1	0	1	0.280	51	39	5.67	9	11
4.5	Ezequiel Rodriguez	4	6	4.00	1	0	1	0.390	58	52	5.27	4	6
4.0	John Stough	0	0	#DIV/0!	0	0	0	#DIV/0!	43	47	4.78	0	0
4.0	James Dagenhart	7	3	7.00	1	1	0	0.720	37	43	4.63	13	7
3.5	Nick Ellis	3	7	3.00	1	0	1	0.280	53	57	4.82	7	13
3.5	Monica Reinnagel	0	0	#DIV/0!	0	0	0	#DIV/0!	39	51	4.33	0	0
3.0	Jacqui Hiemstra, CPT	0	0	#DIV/0!	0	0	0	#DIV/0!	29	31	4.83	0	0
	Open Stats	0	0			0	0						
	Forfeits	0	0			0	0						
	Penalty Points												
AVERAGE HC		4.50	21	29		1	4						

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.

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 AT THE END OF THIS SESSION (Fall '26)	
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 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

Tony Balsimo
Kevin Villarreal

Break And Funs This Session

Tony Balsimo
Kevin Villarreal

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 =

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