



9 Ball
Spring '26 (Filler)

Week 8 6/4/26

Week 8 Matchups
6/4/2026

	Win %	Points		Last	Match	AVG	Home Location	Home Team is in CAPS
		F	A	Week	W	L		
Zero Fux Given	0.553	166	134	19-31	21	9	4.38 Bressler Club	chicks
Pooling It Out	0.540	189	161	26-24	21	14	5.11 The Verhovay	ANYTHING
Marysville VFW	0.520	182	168	31-19	19	16	4.44 Marysville VFW	BYE
Chicks	0.517	155	145	22-28	15	15	4.89 Chicks	ZERO FUX GIVEN
Rack Em Up	0.513	154	146	BYE	17	13	4.79 Angies Diner	make it weird
Make It Weird	0.493	148	152	28-22	16	14	4.22 The Hose	RACK EM UP
9 Ya Business	0.487	146	154	24-26	12	18	4.50 HoHos Billiards	it don't matter
It Don't Matter	0.477	143	157	36-14	13	17	4.50 Marysville Moose	9 YA BUSINESS
Anything	0.390	117	183	14-36	6	24	5.00 Dauphin Home Assoc	pooling it out
		1400	1400		140	140	4.69	

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	22	28	4.40	1	4	0.410	54	36	6.00	1	9
5.5	Kevin Marroquin	16	14	5.33	2	1	0.543	54	56	4.91	0	0
5.5	Alan Fleegal	31	29	5.17	3	3	0.527	76	54	5.85	0	0
5.0	Frank Moore, CPT	3	7	3.00	0	1	0.280	0	0	####	0	0
5.0	Sean Gallagher	22	18	5.50	3	1	0.570	55	55	5.00	3	7
4.0	Brad Saksek	19	11	6.33	2	1	0.673	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	29	21	5.80	3	2	0.620	52	58	4.73	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.89	155	145		15	15					

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	24	16	6.00	3	1	0.640	66	64	5.08	19	11
7.0	Jeff Richardson	10	10	5.00	1	1	0.500	0	0	####	0	0
6.0	Kevin Villarreal, Co-CPT	29	31	4.83	4	2	0.473	72	78	4.80	17	13
6.0	Josh Hughes	32	18	6.40	3	2	0.710	76	64	5.43	12	8
5.0	Tim Meise, CPT	21	19	5.25	2	2	0.535	58	52	5.27	7	3
4.0	Bruce Brockman	26	34	4.33	3	3	0.393	63	67	4.85	13	7
4.0	Dwayne Hoover	7	13	3.50	0	2	0.320	0	0	####	0	0
3.5	TJ Meise	7	3	7.00	1	0	0.720	44	56	4.40	0	0
3.0	Liz Christian	25	15	6.25	3	1	0.675	43	47	4.78	0	0
	Open Stats	8	2		1	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.11	189	161	21	14						

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	12	18	4.00	1	2	0.370	0	0	####	0	0
5.5	Scott Gibson, CPT	17	23	4.25	1	3	0.395	71	69	5.07	0	0
5.0	Brad Miller	7	23	2.33	0	3	0.153	69	51	5.75	0	0
5.0	Anthony Cressler	32	18	6.40	4	1	0.710	0	0	####	0	0
4.0	Bill Scharff	14	6	7.00	2	0	0.740	47	63	4.27	0	0
4.0	Brian Minnich	25	25	5.00	2	3	0.500	0	0	####	0	0
3.5	Doug Wagner	7	13	3.50	0	2	0.320	45	55	4.50	0	0
3.5	John Linn	17	13	5.67	2	1	0.587	45	55	4.50	0	0
3.0	Tracy Klinger	12	18	4.00	1	2	0.370	48	52	4.80	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.50	143	157	13	17						

4 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	10	10	5.00	1	1	0.500	0	0	####	0	0
6.0	Rick Boyer, Co-Cpt	18	22	4.50	1	3	0.430	80	90	4.71	2	8
6.0	Jenn Kelly	18	22	4.50	1	3	0.430	49	51	4.90	0	0
5.0	Kevin Joy	36	24	6.00	4	2	0.660	84	86	4.94	0	0
4.5	Jim Roberts	34	26	5.67	3	3	0.607	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	23	27	4.60	2	3	0.440	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	2	8	2.00	0	1	0.170	55	65	4.58	0	0
	Open Stats	0	0		0	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.50	146	154	12	18						

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Rack Em Up	Points		Average	Match		MVP	Points			Performance	
		F	L	PPM	W	L	Score	F	A	AVG	F	A
7.0	Rikki Johnson	17	13	5.67	2	1	0.587	57	53	5.18	0	0
6.0	Kyle Gamble	19	11	6.33	2	1	0.673	40	30	5.71	3	7
6.0	Brian Hogentogler	30	20	6.00	3	2	0.650	70	60	5.38	8	2
4.5	Paul McMichael	23	17	5.75	3	1	0.605	70	60	5.38	0	0
4.5	Jack Jimmink	14	16	4.67	2	1	0.457	70	50	5.83	2	8
3.5	Ed Croco, CPT	16	24	4.00	1	3	0.360	65	75	4.64	4	6
2.0	Jackie Croco	4	16	2.00	0	2	0.140	27	43	3.86	0	0
Open Stats		31	29		4	2						
Forfeits		0	0		0	0						
Penalty Points												
AVERAGE HC		4.79	154	146		17	13					

3 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Make It Weird	Points		Average	Match		MVP	Points			Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
6.5	Devan Retherford	52	18	7.43	7	0	0.913	62	88	4.13	0	0
5.0	Mike Rankin	14	16	4.67	2	1	0.457	58	52	5.27	0	0
4.5	Mike Canoy	23	27	4.60	2	3	0.440	0	0	####	0	0
4.0	Betsy Goodman	8	22	2.67	0	3	0.197	50	50	5.00	0	0
4.0	Steve Hunter	7	13	3.50	1	1	0.320	39	41	4.88	0	0
4.0	Rick Johnson	7	3	7.00	1	0	0.720	62	68	4.77	0	0
4.0	Bob Cohan	7	13	3.50	0	2	0.320	66	44	6.00	0	0
3.5	Jen Mallon, CPT	22	18	5.50	3	1	0.570	63	57	5.25	0	0
2.5	Hanna Shank	8	22	2.67	0	3	0.197	34	36	4.86	0	0
Open Stats		0	0		0	0						
Forfeits		0	0		0	0						
Penalty Points												
AVERAGE HC		4.22	148	152		16	14					

4 Recycles Remaining								Last Session Points			Recent Postseason Performance	
HC	Marysville VFW	Points		Average	Match		MVP	Points			Performance	
		F	A	PPM	W	L	Score	F	A	AVG	F	A
5.5	Shawn Evinger	22	28	4.40	2	3	0.410	88	72	5.50	10	4
5.5	Dave Beck	27	13	6.75	4	0	0.745	63	57	5.25	6	4
5.0	Doi Bintaviahok	17	23	4.25	1	3	0.395	52	58	4.73	9	11
5.0	Tom Speck	19	21	4.75	2	2	0.465	79	61	5.64	4	6
4.0	Ethan Miller	23	37	3.83	1	5	0.313	81	59	5.79	5	15
4.0	Shannon Moore	20	20	5.00	2	2	0.500	58	62	4.83	7	3
4.0	Paul Dojka	25	15	6.25	3	1	0.675	0	0	####	0	0
4.0	Bob Bannon	16	4	8.00	2	0	0.860	0	0	####	0	0
3.0	Susie Evinger, CPT	13	7	6.50	2	0	0.680	60	70	4.62	0	0
Open Stats												
Forfeits		0	0		0	0						
Penalty Points												
AVERAGE HC		4.44	182	168		19	16				41	43

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	21	29	4.20	1	4	0.380	65	55	5.42	12	8
5.5	Justin Baird, CPT	3	7	3.00	0	1	0.280	41	49	4.56	0	0
5.5	Denis Welker	9	21	3.00	0	3	0.240	62	38	6.20	3	7
5.0	Winston Beshore	6	24	2.00	0	3	0.110	58	62	4.83	0	0
4.5	Rich Long	22	28	4.40	1	4	0.410	40	40	5.00	8	12
4.5	Jess Cassner	9	11	4.50	1	1	0.440	51	39	5.67	4	6
4.5	Jason Wert	13	17	4.33	1	2	0.413	42	48	4.67	8	2
4.0	Tom Plasic, Co-CPT	12	28	3.00	0	4	0.220	50	60	4.55	3	7
4.0	Bo Bovidge	22	18	5.50	2	2	0.570	66	74	4.71	9	1
	Open Stats											
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		5.00	117	183	6	24						

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	37	23	6.17	5	1	0.687	97	73	5.71	0	0
5.0	Jose Soto	20	10	6.67	2	1	0.717	31	39	4.43	0	0
4.0	Ezequiel Rodriguez	22	28	4.40	3	2	0.410	33	57	3.67	0	0
4.0	John Stough	20	20	5.00	3	1	0.500	0	0	####	0	0
4.0	James Dagenhart	9	11	4.50	1	1	0.440	42	28	6.00	0	0
4.0	Nick Ellis	21	9	7.00	3	0	0.760	64	86	4.27	0	0
3.5	Monica Reinnagel	27	23	5.40	3	2	0.560	75	65	5.36	0	0
3.0	Jacqui Hiemstra, CPT	3	7	3.00	0	1	0.280	24	36	4.00	0	0
	Open Stats	7	3		1	0						
	Forfeits	0	0		0	0						
	Penalty Points											
AVERAGE HC		4.38	166	134	21	9						

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

Ed Kearney
Rick Boyer

Break And Funs This Session

Shawn Hoerner	5
Tony Balsimo	4
Ed Kearney	2
Steve Wood	2
Rick Boyer	
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

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