



9 Ball (Filler)

Spring '23

Week 10 5/18/23

	FOR	-	AGAINST	PCT	Last Week	W	L	AVG HC	Home Location	Week 10 Matchups
Homeless Misfits	248	-	202	.551	32-18	27	18	4.6	The Verhovay	Home teams are in CAPS SILENT ASSASSINS
It Don't Matter	245	-	205	.544	25-25	26	19	5.1	Marysville Moose	9 ya business
Silent Assassins	245	-	205	.544	29-21	28	17	4.8	Gilligans on Eisenhower	homeless misfits
Misfits	240	-	210	.533	32-18	27	18	5.0	The Hose	ball busterz
9 Ya Business	230	-	220	.511	20-30	21	24	4.3	Old Coaley Pub	IT DON'T MATTER
Chicks	230	-	220	.511	18-32	23	22	4.8	Chicks	ZERO FUX GIVEN
Shoaldies	230	-	220	.511	25-25	23	22	4.8	Dauphin Home Assoc.	diamond masters
Diamond Masters	230	-	220	.511	27-23	24	21	5.2	The Pour House	SHOVALDIES
Rack Em Up	223	-	227	.496	25-25	22	23	4.5	Angies	angies
Angies	198	-	202	.495	30-20	21	19	4.4	Angies	RACK EM UP
The Rack Raptors	193	-	207	.483	21-29	17	23	4.2	The Hose	SLAYERS
Zero Fux Given	216	-	234	.480	23-27	21	24	4.7	Bressler Club	chicks
Slayers	196	-	254	.436	18-32	16	29	4.1	Angies	the rack raptors
Ball Busterz	176	-	274	.391	25-25	14	31	4.1	The Verhovay	MISFITS
	3100		3100			310	310	4.6		

* Division winner will receive first round bye in the playoffs

TEAM ROSTERS (Below) LISTED IN RED ARE MORE THAN \$80 IN ARREARS. PLEASE CALL OFFICE TO CHECK IF ELIGIBLE TO PLAY THIS WEEK OR IF THEY WILL BE FORCED TO FORFEIT

Skill Levels for 9 Ball are based on "Points For vs Points Against" and the skill level of opponents. NO CONSIDERATION IS GIVEN TO MATCH WIN-LOSS RECORD IN 9 BALL FOR HANDICAPPING PURPOSES.

"AVG PPM" Column is Average Points Per Match. See MVP rules at bottom of standings.

S/L	Rack Em Up	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	Kyle Gamble	18	22	4.50	2	2
6.0	Rikki Johnson	37	33	5.29	4	3
6.0	Brian Hogentogler	26	44	3.71	1	6
6.0	Kelly Norris	25	15	6.25	3	1
4.0	Ed Croco, CPT	31	29	5.17	3	3
3.5	Mike Minahan	18	22	4.50	1	3
3.5	Nate Handley	9	11	4.50	1	1
2.5	Jackie Croco	35	25	5.83	5	1
2.5	Tammy Norris	24	26	4.80	2	3
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0		0	0
AVERAGE S/L		4.5	223	227	22	23

S/L	Homeless Misfits	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.0	Mark Schwentker	33	37	4.71	4	3
6.0	Kevin Villarreal, Co-CPT	44	26	6.29	6	1
5.5	Terry Ballent	29	41	4.14	2	5
5.0	Tim Meise, CPT	25	25	5.00	2	3
4.5	Josh Hughes	32	28	5.33	3	3
4.5	Joe Lahr	27	13	6.75	3	1
4.0	Becky Ballent	0	0	#####	0	0
3.5	Rick Lawson	37	23	6.17	4	2
2.5	Tim Meise Jr	21	9	7.00	3	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0		0	0
AVERAGE S/L		4.6	248	202	27	18

3 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Slayers	F	A	PPM	W	L
6.0	George Houtz	12	28	3.00	0	4
5.5	Alan Fleegal	45	35	5.63	5	3
4.5	Brian Minnich, CPT	41	39	5.13	4	4
4.0	James Dagenhart	14	26	3.50	0	4
4.0	Ron John	32	48	4.00	3	5
3.5	Scott Minnich	15	15	5.00	1	2
3.0	Marcia Yost	28	42	4.00	3	4
2.5	Jason Trayer	9	21	3.00	0	3
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.1	196	254	16	29

Shoaldies		POINTS		AVG	MATCH	
S/L		F	A	PPM	W	L
7.0	Steve Weaver	17	13	5.67	2	1
6.5	Rick Boyer	34	46	4.25	3	5
5.5	Justin Baird	28	12	7.00	3	1
5.5	Winston Beshore	44	26	6.29	5	2
4.5	Eric Van Selow	27	13	6.75	3	1
4.0	Bruce Wright	11	39	2.20	0	5
3.5	Tracy Klinger, Co-Cpt	33	37	4.71	3	4
3.5	Jess Cassner	13	17	4.33	1	2
3.0	Bo Bovidge	23	17	5.75	3	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.8	230	220	23	22

Misfits		POINTS		AVG	MATCH	
S/L		F	A	PPM	W	L
7.5	Ed Kearney	56	24	7.00	8	0
6.0	Shane Wingler	11	19	3.67	0	3
6.0	Stan Kovich	21	19	5.25	2	2
5.5	Ed Hummel	22	18	5.50	2	2
4.5	Anthony Cressler	39	51	4.33	4	5
4.5	Scott Wallace	30	30	5.00	4	2
3.5	Aaron Neely	30	20	6.00	4	1
2.5	Crystal Johnson	31	29	5.17	3	3
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		5.0	240	210	27	18

1 Recycle Remaining		POINTS		AVG	MATCH	
S/L	Zero Fux Given	F	A	PPM	W	L
7.5	Shawn Hoerner	10	0	10.00	1	0
7.5	Chris Taylor	35	35	5.00	3	4
5.5	Ron Brady	58	52	5.27	7	4
5.5	Chuck Miller	19	21	4.75	2	2
4.5	Tone Brubacher	45	25	6.43	5	2
3.0	Nick Ellis	15	35	3.00	1	4
3.0	Jacqui Hiemstra, CPT	6	24	2.00	0	3
3.0	Monica Reinengal	10	20	3.33	0	3
2.5	Duane Rider	18	22	4.50	2	2
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.7	216	234	21	24

2 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Diamond Masters	F	A	PPM	W	L
7.0	Duck Nornhold	13	7	6.50	2	0
7.0	Ron Straw	17	13	5.67	2	1
6.0	Larry Fagan	12	28	3.00	1	3
6.0	Josh Reynolds	32	18	6.40	4	1
5.5	Andy Ritter	15	25	3.75	1	3
5.0	Clarence Marsh, CPT	35	35	5.00	4	3
3.5	Robert Hurt	26	24	5.20	2	3
3.5	Stephanie Ozimac	53	37	5.89	6	3
3.0	Kerrin Lutz	27	33	4.50	2	4
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		5.2	230	220	24	21

3 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Angies	F	A	PPM	W	L
6.5	Ken McPherson	23	17	5.75	3	1
6.0	Pete Mavropoulos	25	35	4.17	2	4
5.0	Kevin Joy	30	20	6.00	4	1
4.5	Bill Galbraith	2	8	2.00	0	1
4.0	Alfredo Cortes	34	36	4.86	3	4
4.0	Larry Keefe	43	27	6.14	5	2
3.5	Donnie Mull	20	20	5.00	3	1
3.5	Steve Shipp, CPT	14	16	4.67	1	2
2.5	Kevin Beathea	7	23	2.33	0	3
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.4	198	202	21	19

S/L	It Don't Matter	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.5	Steve Wood	28	12	7.00	4	0
7.0	John Lamplugh	28	12	7.00	3	1
6.0	Scott Gibson, CPT	37	33	5.29	4	3
5.5	Tobe Toberman	33	27	5.50	4	2
5.0	Brad Miller	26	34	4.33	2	4
4.5	Bill Scharff	27	23	5.40	3	2
3.5	Eric Snyder	18	22	4.50	2	2
3.5	Doug Wagner	20	20	5.00	1	3
3.5	John Linn	28	22	5.60	3	2
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		5.1	245	205	26	19

No Recycles Remaining		POINTS		AVG PPM	MATCH	
S/L	9 Ya Business	F	A		W	L
6.5	Jenn Kelly	39	21	6.50	4	2
5.5	Forrest Aeppli, CPT	32	28	5.33	3	3
4.5	Justin Becker	10	10	5.00	1	1
4.5	Jim Roberts	37	53	4.11	2	7
4.5	Dan Benson	40	40	5.00	4	4
4.0	Carlos Olmeda	0	0	#####	0	0
3.0	Ellie Heinly, Co-Cpt	57	33	6.33	7	2
2.0	Red Carr	15	35	3.00	0	5
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.3	230	220	21	24

2 Recycles Remaining		POINTS		AVG PPM	MATCH	
S/L	Ball Busterz	F	A		W	L
6.0	Chet Denmark	19	31	3.80	2	3
5.5	Mace Lockard	31	49	3.88	2	6
4.5	Joe Smith	13	37	2.60	0	5
4.5	Paul Lockard	0	0	#####	0	0
3.5	Abbie Lee, CPT	30	60	3.33	2	7
3.5	Travis Shade, Co-CPT	44	56	4.40	4	6
3.5	Don Norman	7	3	7.00	1	0
2.0	Kim DiLucia	16	14	5.33	2	1
	Open Stats	16	24		1	3
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.1	176	274	14	31

S/L	Silent Assassins	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	Kevin Bryner	23	17	5.75	3	1
6.0	James Shafer	23	37	3.83	1	5
5.5	Sean Grissinger	21	29	4.20	1	4
5.0	Del Madden, CPT	14	26	3.50	1	3
5.0	Mike Bretz	25	15	6.25	3	1
5.0	Paul Ramsey	38	22	6.33	5	1
4.5	Cody Brashear	43	17	7.17	6	0
3.0	Liz Christian, CO-CPT	17	23	4.25	2	2
3.0	Emily Dauberman	41	19	6.83	6	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0		0	0
AVERAGE S/L		4.8	245	205	28	17

S/L	Chicks	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Bruce Lenker	37	43	4.63	3	5
5.5	Fred Brodbeck	37	43	4.63	3	5
5.5	Kevin Marroquin	29	21	5.80	4	1
5.0	Frank Moore	36	24	6.00	4	2
4.0	Sean Gallagher	20	20	5.00	2	2
4.0	Rich Worley	0	0	#####	0	0
3.5	Brad Saksek	22	38	3.67	1	5
3.5	Sam Hartley	49	31	6.13	6	2
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.8	230	220	23	22

3 Recycles Remaining		POINTS		AVG PPM	MATCH	
S/L	The Rack Raptors	F	A		W	L
6.0	Devan Retherford	36	34	5.14	3	4
5.0	Austin Cronauer	16	14	5.33	2	1
4.5	Travis Morrill	16	4	8.00	2	0
4.0	Betsy Goodman	25	45	3.57	2	5
4.0	Jen Mallon, CPT	44	36	5.50	4	4
4.0	Mike Canoy	2	8	2.00	0	1
3.5	Bob Cohan	17	23	4.25	1	3
3.5	Pete Papadopoulos	30	30	5.00	3	3
3.0	Kerry Blasenak	7	13	3.50	0	2
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.2	193	207	17	23

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 1Ball 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.**

If Team A names a "Blind" (not literal) player, Team B 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 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 and no more than once in a given night.

Recycled player can be any skill level (except "7.5") 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 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.

Only (1) "7.5" can play per team per night.

Projected Payouts

Tournament Champions	\$2,300
Tournament 2nd Place	\$1,300
Division Winner	\$ 200
Week 18 Winners (\$80 x 7)	\$ 560
Random Drawing Winner	\$ 240

Total Payouts

\$4,600

*** Payouts are projected under the assumption that all projected revenue was collected
Any shortfall will reduce (dollar for dollar) the amounts paid out to the Tourney Champions**

Any team that does not make the postseason, but also does not forfeit any individual matches will have their team entered into a random drawing with the other "non postseason teams" from both 9 ball divisions for a chance to win \$ **240** in credits for the following session dues.

*****In week 18, the winning team of each match will receive \$80
(If 25-25 tie, each team will receive \$40). Week 18 IS a "pay to play" week like all other regular session matches**

Players must play at least **8** matches to be eligible for individual awards for this session/division.

Players must play at least **7** matches to qualify for postseason for this session/division.

Forfeits (for this division) **during the regular session** will be handled as follows...

The team that is forfeiting the individual match will receive a 0-10 loss, but will still be responsible to pay for that match.

The team that is the beneficiary of the forfeit will receive a 7-3 win and will not pay the \$8 for that match.

If a team is the beneficiary of a forfeit, their "named player" will still receive credit for a match played in regards to postseason eligibility.

If it is decided that a team is forfeiting too many matches which is creating unfairness within the division, the league office has the right to remove the team and may create a new schedule for the remainder of the session.

In postseason, the beneficiary of a forfeit will receive 10 points. The "forfeiting team" will receive 0 points.

Break And Funs Last Week

Total Break And Funs

Ed Kearney	6
Rick Boyer	2
Shawn Hoerner	2
Bruce Lenker	2
Devan Retherford	2
Ron Brady	
Anthony Cressler	
Rikki Johnson	
Jenn Kelly	
Frank Moore	
Ron Straw	
Chris Taylor	
Steve Wood	

MVPs of their skill level category (2.0-3.5, 4.0-5.5, 6.0-7.5) will receive a plaque.
Qualification S/L is where you played a majority of your matches, lower if tied
Example: A player played 4 matches as a 5.5 and 4 matches as a 6.0. They would be qualified for the 4.0-5.5 category, not the 6.0-7.5 category.

MVP Rules - 8 total matches required to win MVP (This division, this session)

The player with the best "AVG PPM" wins the MVP. It will be calculated to as many decimals as needed. If 2 players have the EXACT same "AVG PPM", the player who played the most matches wins. In the unlikely event that 2 players have the exact same "AVG PPM" and also have played the same amount of matches, the player with the better match record will win. The next tiebreaker will be strength of schedule (determined by average HC of opponents).

Explanation of "AVG PPM"-- "AVG PPM" is the average match points scored per match played. It is calculated by taking the "total amount of points scored" / "total matches played"
Example..... Jordan Chickenfinger played 12 matches and his "Points For" was 71.
his "AVG PPM" would be $71 / 12 = 5.92$.