

9 Ball (Filler)

Spring '23

Week 11 5/25/23	3						AVG		Week 11 Matchups
	FOR -	AGAINST	PCT	Last Week	W	L	НС	Home Location	Home teams are in CAPS
Silent Assassins	278 -	222	.556	33-17	32	18	4.8	Gilligans on Eisenhower	rack em up
It Don't Matter	275 -	225	.550	30-20	30	20	5.1	Marysville Moose	ANGIES
Misfits	272 -	228	.544	32-18	31	19	5.1	The Hose	SHOVALDIES
Homeless Misfits	265 -	235	.530	17-33	28	22	4.6	The Verhovay	DIAMOND MASTERS
Shovaldies	257 -	243	.514	27-23	26	24	4.8	Dauphin Home Assoc.	misfits
Chicks	253 -	247	.506	23-27	25	25	4.7	Chicks	ball busterz
Diamond Masters	253 -	247	.506	23-27	26	24	5.2	The Pour House	homeless misfits
Rack Em Up	249 -	251	.498	26-24	25	25	4.6	Angies	SILENT ASSASSINS
9 Ya Business	247 -	253	.494	17-33	22	28	4.3	Old Coaley Pub	slayers
Angies	222 -	228	.493	24-26	23	22	4.4	Angies	it don't matter
Zero Fux Given	243 -	257	.486	27-23	24	26	4.6	Bressler Club	THE RACK RAPTORS
The Rack Raptors	214 -	236	.476	22-28	19	26	4.2	The Hose	zero fux given
Slayers	225 -	275	.450	28-22	19	31	4.2	Angies	9 YA BUSINESS
Ball Busterz	194 -	306	.388	18-32	15	35	4.1	The Verhovay	CHICKS
	3450	3450			345	345	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.

			POI	NTS	AVG	MAT	CH
S/L	Rack Em U	р	F	Α	PPM	W	L
6.5	Kyle Gamble		18	22	4.50	2	2
6.0	Rikki Johnson		43	37	5.38	5	3
6.0	Brian Hogentogler		26	44	3.71	1	6
6.0	Kelly Norris		29	21	5.80	3	2
4.0	Ed Croco, CPT		38	32	5.43	4	3
3.5	Mike Minahan		18	22	4.50	1	3
3.5	Nate Handley		11	19	3.67	1	2
3.0	Tammy Norris		31	29	5.17	3	3
2.5	Jackie Croco		35	25	5.83	5	1
	Open Stats		0	0		0	0
	Forfeits		0	0		0	0
	Penalty Points		0	0		0	0
11/501050/		4.6	249	251		25	25

			POINTS		AVG	MATCH	
S/L	Homeless Mis	fits	F	Α	PPM	W	L
6.0	Mark Schwentker		33	37	4.71	4	3
6.0	Kevin Villarreal, Co-CF	РΤ	44	36	5.50	6	2
5.5	Terry Ballent		36	44	4.50	3	5
5.0	Tim Meise, CPT		29	31	4.83	2	4
4.5	Josh Hughes		32	28	5.33	3	3
4.5	Joe Lahr		30	20	6.00	3	2
4.0	Becky Ballent		0	0	#####	0	0
3.5	Rick Lawson		40	30	5.71	4	3
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			
A\/F	AVERAGE S/I 4.6					28	22

3 R	ecycles Remaining		PO	INTS	AVG	MAT	СН
S/L	Slayers		F	Α	PPM	W	L
6.0	George Houtz		12	28	3.00	0	4
5.5	Alan Fleegal		48	42	5.33	5	4
5.0	Brian Minnich, CPT	48	42	5.33	5	4	
4.0	James Dagenhart	22	28	4.40	1	4	
4.0	Ron John		35	55	3.89	3	6
3.5	Scott Minnich	15	15	5.00	1	2	
3.0	Marcia Yost		28	42	4.00	3	4
2.5	Jason Trayer		17	23	4.25	1	3
	Open Stats		0	0		0	0
	Forfeits		0	0		0	0
	Penalty Points	0	0				
AVERAGE S/L		4.2	225	275		19	31

1 Re	ecycle Remaining	POI	NTS	AVG	MAT	ГСН
S/L	Zero Fux Given	F	Α	PPM	W	L
7.5	Shawn Hoerner	10	0	10.00	1	0
7.5	Chris Taylor	38	42	4.75	3	5
5.5	Ron Brady		52	5.27	7	4
5.5	Chuck Miller	19	21	4.75	2	2
4.5	Tone Brubacher	52	28	6.50	6	2
3.0	Nick Ellis	23	37	3.83	2	4
3.0	Jacqui Hiemstra, CPT	6	24	2.00	0	3
2.5	Monica Reinengal	11	29	2.75	0	4
2.5	Duane Rider	26	24	5.20	3	2
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVE	RAGE S/L 4.	6 243	257		24	26

			POINTS		AVG	MATCH	
S/L	Shovaldies		F	Α	PPM	W	L
7.0	Steve Weaver		21	19	5.25	2	2
6.5	Rick Boyer		34	46	4.25	3	5
5.5	Justin Baird		35	15	7.00	4	1
5.5	Winston Beshore		48	32	6.00	5	3
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		39	41	4.88	4	4
3.5	Jess Cassner		13	17	4.33	1	2
3.0	Bo Bovidge		29	21	5.80	4	1
	Open Stats		0	0		0	0
	Forfeits		0	0		0	0
	Penalty Points		0	0			
AVI	ERAGE S/L 4.	8	257	243		26	24

2 Re	ecycyles Remaining		POII	NTS	AVG	MA	ГСН
S/L	Diamond Maste	rs	F	Α	PPM	W	L
7.0	Duck Nornhold		19	11	6.33	3	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	35	25	5.83	4	2	
5.5	Andy Ritter	21	29	4.20	2	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		57	43	5.70	6	4
3.0	Kerrin Lutz		31	39	4.43	2	5
	Open Stats		0	0		0	0
	Forfeits		0	0		0	0
	Penalty Points		0	0			
AVE	AVERAGE S/L		253	247		26	24

			POI	NTS		MATCH		
S/L	Misfits		F	Α	AVG PPM	W	L	
7.5	Ed Kearney		56	24	7.00	8	0	
6.0	Shane Wingler		18	22	4.50	1	3	
6.0	Stan Kovich		28	22	5.60	3	2	
5.5	Ed Hummel	22	18	5.50	2	2		
4.5	Anthony Cressler		46	54	4.60	5	5	
4.5	Scott Wallace		34	36	4.86	4	3	
4.0	Aaron Neely		37	23	6.17	5	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 5.1		272	228		31	19		

3 Re	ecycles Remaining		POI	NTS	AVG	MAT	ГСН
S/L	Angies		F	Α	PPM	W	L
6.5	Ken McPherson		27	23	5.40	3	2
6.0	Pete Mavropoulos		31	39	4.43	3	4
5.0	Kevin Joy		33	27	5.50	4	2
4.5	Bill Galbraith		2	8	2.00	0	1
4.0	Alfredo Cortes		34	36	4.86	3	4
4.0	Larry Keefe		51	29	6.38	6	2
3.5	Donnie Mull		20	20	5.00	3	1
3.5	Steve Shipp, CPT		17	23	4.25	1	3
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			
AVE	RAGE S/L	4.4	222	228		23	22

	POI	NTS	AVG	MA	тсн	POINTS AVG	MATCH
s/L It Don't Matter	F	Α	PPM	W	L		N L
7.5 Steve Wood	28	12	7.00	4	0		3 1
7.0 John Lamplugh	28	12	7.00	3	1		2 5
6.0 Scott Gibson, CPT	40	40	5.00	4	4	5.5 Sean Grissinger 21 29 4.20	1 4
5.5 Tobe Toberman	39	31	5.57	5	2	5.0 Del Madden, CPT 17 33 3.40	1 4
5.0 Brad Miller	33	37	4.71	3	4	5.0 Mike Bretz 32 18 6.40	4 1
4.5 Bill Scharff	27	23	5.40	3	2	5.0 Paul Ramsey 38 22 6.33	5 1
3.5 Eric Snyder	18	22	4.50	2	2		7 0
3.5 Doug Wagner	27	23	5.40	2	3		3 2
3.5 John Linn	28	22	5.60	3	2	,	6 0
Open Stats	0	0		0	0		0 0
Forfeits	7	3		1	0		0 0
Penalty Points	0	0					0 0
AVERAGE S/L 5.1	275	225		30	20	AVERAGE S/L 4.8 278 222	32 18
Eric Snyder was the named be							
No Recycles Remaining		NTS	AVG		TCH	AVO	MATCH
S/L 9 Ya Business	F	A	PPM	W	L	5/2	N L
6.5 Jenn Kelly	39	21	6.50	4	2		4 5
5.5 Forrest Aeppli, CPT	32	28	5.33	3	3		3 6
4.5 Justin Becker	14	16	4.67	1	2	1 1 1	4 2
4.5 Jim Roberts	44	56	4.40	3	7		4 2
4.5 Dan Benson	43	47	4.78	4	5		3 2
4.0 Carlos Olmeda	0	0	#####	0	0		0 0
3.0 Ellie Heinly, Co-Cpt	60	40	6.00	7	3		1 6
2.0 Red Carr	15	35	3.00	0	5	3.5 Sam Hartley 49 31 6.13	6 2
Open Stats	0	10				Open Stats 0 0	
Forfeits				0	1	- '	0 0
Penalty Points	0	0		0	0	Forfeits 0 0 0 Penalty Points 0 0	0 0
AVERAGE S/L 4.3	247	253		22	28		25 25
4.3	241	200		22	20	4.7 255 241 Z	10 20
2 Recycles Remaining	POI	NTS	AVG	MA	тсн	3 Recycles Remaining POINTS AVG	MATCH
s/L Ball Busterz	F	Α	PPM	W	L	, and a second s	N L
6.0 Chet Denmark	19	31	2 90				
5.5 Mace Lockard	34	56	3.80	2	7	A (1 O O)	3 4
4.5 Joe Smith	19	41	3.17	1	5		2 0
4.5 Paul Lockard	0	0	3.17 #####	0	0		2 6
3.5 Abbie Lee, CPT	33	67	3.30	2	8		4 5
3.0 Travis Shade, Co-CPT	47	63	4.27	4	7	4.0 1411 0	1 1
3.5 Don Norman	10	10	5.00	1	1		1 3
2.0 Kim DiLucia	16	14	5.33	2	1	0.7 0.4 0.4 0.0 0.0	3 4
						0.0 14 50 - 40	0 2
Open Stats	16	24		1	3		0 0
Forfeits	0	0		0	0		0 0
Penalty Points	0	0				Penalty Points 0 0	
AVERAGE S/L 4.1	194	306		15	35		19 26

The break rquirements 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 playere 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			

* 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 L	ast Week	Total Break And Funs				
James Shafer	3	Ed Kearney	6			
		James Shafer	3			
		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.