



# 9 Ball (Filler)

Spring '23

Week 16 6/29/23

	FOR	-	AGAINST	PCT	Last Week	W	L	AVG HC	Home Location	Week 16 Matchups
Homeless Misfits	419	-	331	<b>.559</b>	35-15	46	29	4.8	The Verhovay	rack em up
Misfits	406	-	344	<b>.541</b>	23-27	47	28	5.1	The Hose	zero fux given
Silent Assassins	402	-	348	<b>.536</b>	26-24	43	32	5.0	Gilligans on Eisenhower	9 ya business
It Don't Matter	393	-	357	<b>.524</b>	28-22	40	35	5.2	Marysville Moose	<b>SHOVALDIES</b>
Chicks	392	-	358	<b>.523</b>	27-23	39	36	4.9	Chicks	<b>ANGIES</b>
9 Ya Business	391	-	359	<b>.521</b>	29-21	39	36	4.4	<b>HoHos Billiards</b>	<b>SILENT ASSASSINS</b>
Zero Fux Given	386	-	364	<b>.515</b>	29-21	42	33	4.8	Bressler Club	<b>MISFITS</b>
Rack Em Up	381	-	369	<b>.508</b>	21-29	40	35	4.5	Angies	<b>HOMELESS MISFITS</b>
Diamond Masters	377	-	373	<b>.503</b>	26-24	38	37	5.1	The Pour House	the rack raptors
Shoaldies	369	-	381	<b>.492</b>	24-26	34	41	4.8	Dauphin Home Assoc.	it don't matter
The Rack Raptors	361	-	389	<b>.481</b>	22-28	32	43	4.2	The Hose	<b>DIAMOND MASTERS</b>
Angies	355	-	395	<b>.473</b>	15-35	34	41	4.4	Angies	chicks
Slayers	316	-	434	<b>.421</b>	21-29	28	47	4.1	Angies	<b>BALL BUSTERZ</b>
Ball Busterz	299	-	451	<b>.399</b>	24-26	23	52	4.0	The Verhovay	slayers
	5250		5250			525	525	4.7		

\* Division winner will receive first round bye in the playoffs

**Team rosters in red have a captain who is in arrears on league dues. Please call league office to determine if they will be permitted to play or if they must forfeit until further notice.**

**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	25	35	4.17	3	3
6.0	Rikki Johnson	68	52	5.67	8	4
6.0	Brian Hogentogler	40	60	4.00	2	8
6.0	Kelly Norris	49	41	5.44	6	3
4.0	Ed Croco, CPT	51	49	5.10	5	5
3.5	Mike Minahan	35	25	5.83	3	3
3.5	Nate Handley	21	29	4.20	2	3
2.5	Tammy Norris	37	43	4.63	3	5
2.5	Jackie Croco	55	35	6.11	8	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0		0	0
<b>AVERAGE S/L</b>		4.5	381	369	40	35

S/L	Homeless Misfits	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.0	Mark Schwentker	44	56	4.40	4	6
6.0	Kevin Villarreal, Co-CPT	60	50	5.45	8	3
5.5	Terry Ballent	56	54	5.09	5	6
5.5	Tim Meise, CPT	42	38	5.25	3	5
5.0	Josh Hughes	61	39	6.10	7	3
5.0	Joe Lahr	58	32	6.44	7	2
4.0	Becky Ballent	0	0	#####	0	0
3.5	Rick Lawson	55	45	5.50	6	4
3.0	Tim Meise Jr	43	17	7.17	6	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0		0	0
<b>AVERAGE S/L</b>		4.8	419	331	46	29

3 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Slayers	F	A	PPM	W	L
5.5	George Houtz	12	38	2.40	0	5
5.5	Alan Fleegal	73	67	5.21	8	6
4.5	Brian Minnich, CPT	58	62	4.83	5	7
4.0	James Dagenhart	33	47	4.13	2	6
4.0	Ron John	48	72	4.00	5	7
3.5	Scott Minnich	25	35	4.17	2	4
3.0	Marcia Yost	48	72	4.00	5	7
2.5	Jason Trayer	19	41	3.17	1	5
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.1	316	434	28	47

		POINTS		AVG	MATCH	
S/L	Shoaldies	F	A	PPM	W	L
6.5	Steve Weaver	35	35	5.00	3	4
6.5	Rick Boyer	48	62	4.36	4	7
6.0	Justin Baird	51	29	6.38	6	2
5.5	Winston Beshore	58	52	5.27	5	6
4.5	Eric Van Selow	38	32	5.43	3	4
4.0	Bruce Wright	23	47	3.29	1	6
3.5	Tracy Klinger, Co-Cpt	46	54	4.60	4	6
3.5	Jess Cassner	18	32	3.60	1	4
3.0	Bo Bovidge	52	38	5.78	7	2
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.8	369	381	34	41

3 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Misfits	F	A	PPM	W	L
7.5	Ed Kearney	80	40	6.67	11	1
6.0	Shane Wingler	36	34	5.14	3	4
6.0	Stan Kovich	36	34	5.14	3	4
5.5	Ed Hummel	34	26	5.67	4	2
4.5	Anthony Cressler, CPT	77	73	5.13	10	5
4.5	Scott Wallace	46	54	4.60	5	5
4.0	Aaron Neely	47	33	5.88	6	2
2.5	Crystal Johnson	50	50	5.00	5	5
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		5.1	406	344	47	28

1 Recycle Remaining		POINTS		AVG	MATCH	
S/L	Zero Fux Given	F	A	PPM	W	L
7.5	Shawn Hoerner	11	9	5.50	1	1
7.5	Chris Taylor	42	48	4.67	3	6
6.0	Ron Brady	70	60	5.38	9	4
5.5	Chuck Miller	36	34	5.14	4	3
5.0	Tone Brubacher	76	44	6.33	9	3
3.0	Nick Ellis	53	57	4.82	6	5
3.0	Jacqui Hiemstra, CPT	24	36	4.00	2	4
3.0	Duane Rider	40	40	5.00	5	3
3.0	Monica Reinengal	34	36	4.86	3	4
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.8	386	364	42	33

1 Recycle Remaining		POINTS		AVG	MATCH	
S/L	Diamond Masters	F	A	PPM	W	L
7.5	Duck Nornhold	35	15	7.00	5	0
7.0	Ron Straw	31	29	5.17	4	2
6.0	Larry Fagan	26	44	3.71	2	5
6.0	Josh Reynolds	49	31	6.13	6	2
5.5	Andy Ritter	32	38	4.57	3	4
4.5	Clarence Marsh, CPT	56	64	4.67	6	6
3.5	Robert Hurt	33	27	5.50	3	3
3.0	Stephanie Ozimac	67	63	5.15	6	7
3.0	Kerrin Lutz	48	62	4.36	3	8
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		5.1	377	373	38	37

1 Recycle Remaining		POINTS		AVG	MATCH	
S/L	Angies	F	A	PPM	W	L
6.5	Ken McPherson	31	29	5.17	3	3
6.0	Pete Mavropoulos	59	71	4.54	5	8
5.0	Kevin Joy	49	51	4.90	5	5
4.5	Bill Galbraith	8	12	4.00	1	1
4.0	Alfredo Cortes	58	72	4.46	5	8
4.0	Larry Keefe	82	58	5.86	9	5
4.0	Francisco Diaz	0	0	#####	0	0
3.0	Steve Shipp, CPT	33	57	3.67	2	7
2.5	Kevin Beathea	15	25	3.75	1	3
	Open Stats	20	20		3	1
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.4	355	395	34	41

S/L	It Don't Matter	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.5	Steve Wood	36	24	6.00	5	1
7.0	John Lamplugh	38	32	5.43	3	4
6.0	Scott Gibson, CPT	60	50	5.45	6	5
5.5	Tobe Toberman	45	45	5.00	5	4
5.0	Brad Miller	42	58	4.20	3	7
4.5	Bill Scharff	49	41	5.44	5	4
4.0	Eric Snyder	32	28	5.33	4	2
3.5	Doug Wagner	46	44	5.11	4	5
3.5	John Linn	38	32	5.43	4	3
	Open Stats	0	0		0	0
	Forfeits	7	3		1	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		5.2	393	357	40	35

Eric Snyder was the named beneficiary of a forfeit win

**No Recycles Remaining**

S/L	9 Ya Business	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	Jenn Kelly	55	35	6.11	6	3
5.5	Forrest Aeppli, CPT	38	32	5.43	4	3
5.5	Justin Becker	39	31	5.57	3	4
4.5	Jim Roberts	73	67	5.21	6	8
4.0	Dan Benson	60	70	4.62	6	7
4.0	Carlos Olmeda	24	16	6.00	4	0
3.0	Ellie Heinly, Co-Cpt	87	63	5.80	10	5
2.0	Red Carr	15	35	3.00	0	5
	Open Stats	0	0		0	0
	Forfeits	0	10		0	1
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.4	391	359	39	36

**No Recycles Remaining**

S/L	Ball Busterz	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.0	Chet Denmark	29	51	3.63	2	6
5.0	Mace Lockard	45	75	3.75	3	9
4.5	Joe Smith	33	47	4.13	3	5
4.5	Kevin Altland	27	23	5.40	3	2
3.5	Abbie Lee, CPT	53	97	3.53	4	11
3.5	Don Norman	11	19	3.67	1	2
3.0	Travis Shade, Co-CPT	65	95	4.06	4	12
2.0	Kim DiLucia	20	20	5.00	2	2
	Open Stats	16	24		1	3
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.0	299	451	23	52

S/L	Silent Assassins	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	Kevin Bryner	27	23	5.40	3	2
6.5	James Shafer	55	55	5.00	4	7
5.5	Sean Grissinger	44	46	4.89	4	5
5.5	Mike Bretz	45	25	6.43	6	1
5.0	Del Madden, CPT	32	48	4.00	2	6
5.0	Paul Ramsey	55	35	6.11	7	2
5.0	Cody Brashear	60	30	6.67	8	1
3.0	Liz Christian, CO-CPT	35	45	4.38	3	5
3.0	Emily Dauberman	49	41	5.44	6	3
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0		0	0
<b>AVERAGE S/L</b>		5.0	402	348	43	32

**3 Recycles Remaining**

S/L	Chicks	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Bruce Lenker	64	66	4.92	6	7
5.5	Fred Brodbeck	67	73	4.79	6	8
5.0	Kevin Marroquin	63	47	5.73	8	3
5.0	Frank Moore	40	30	5.71	4	3
4.0	Sean Gallagher	39	41	4.88	3	5
4.0	Rich Worley	0	0	#####	0	0
4.0	Sam Hartley	77	53	5.92	9	4
3.5	Brad Saksek	42	48	4.67	3	6
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.9	392	358	39	36

**3 Recycles Remaining**

S/L	The Rack Raptors	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	Devan Retherford	61	59	5.08	5	7
5.5	Austin Cronauer	40	30	5.71	5	2
4.5	Travis Morrill	23	17	5.75	2	2
4.0	Betsy Goodman	41	69	3.73	3	8
4.0	Jen Mallon, CPT	67	63	5.15	6	7
3.5	Mike Canoy	37	43	4.63	4	4
3.5	Pete Papadopoulos	53	47	5.30	6	4
3.0	Bob Cohan	28	42	4.00	1	6
3.0	Kerry Blasenak	11	19	3.67	0	3
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.2	361	389	32	43

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**

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

**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
James Shafer	4
Devan Retherford	3
Rick Boyer	2
Shawn Hoerner	2
Rikki Johnson	2
Bruce Lenker	2
Justin Baird	
Justin Becker	
Ron Brady	
Anthony Cressler	
Larry Fagan	
Jenn Kelly	
Clarence Marsh	
Pete Mavropoulos	

Frank Moore  
Ron Straw  
Chris Taylor  
Steve Weaver  
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  $71 / 12 = 5.92$ .