



# 9 Ball (Filler)

Spring '23

Week 9 5/11/23

	FOR	-	AGAINST	PCT	Last Week	W	L	AVG HC	Home Location	Week 9 Matchups
It Don't Matter	220	-	180	<b>.550</b>	35-15	23	17	<b>5.1</b>	Marysville Moose	Home teams are in <b>CAPS</b> <b>BALL BUSTERZ</b>
Homeless Misfits	216	-	184	<b>.540</b>	34-16	23	17	4.6	The Verhovay	chicks
Silent Assassins	216	-	184	<b>.540</b>	33-17	24	16	<b>4.8</b>	Gilligans on Eisenhower	the rack raptors
Chicks	212	-	188	<b>.530</b>	35-15	22	18	<b>4.8</b>	Chicks	<b>HOMELESS MISFITS</b>
9 Ya Business	210	-	190	<b>.525</b>	16-34	20	20	4.4	The Verhovay	<b>ANGIES</b>
Misfits	208	-	192	<b>.520</b>	26-24	23	17	<b>5.0</b>	The Hose	slayers
Shoaldies	205	-	195	<b>.513</b>	24-26	20	20	4.7	Dauphin Home Assoc.	rack em up
Diamond Masters	203	-	197	<b>.508</b>	24-26	21	19	<b>5.1</b>	The Pour House	zero fux given
Rack Em Up	198	-	202	<b>.495</b>	20-30	20	20	4.5	Angies	<b>SHOVALDIES</b>
The Rack Raptors	172	-	178	<b>.491</b>	30-20	16	19	4.1	The Hose	<b>SILENT ASSASSINS</b>
Zero Fux Given	193	-	207	<b>.483</b>	15-35	19	21	4.7	Bressler Club	<b>DIAMOND MASTERS</b>
Angies	168	-	182	<b>.480</b>	26-24	17	18	4.4	Angies	9 ya business
Slayers	178	-	222	<b>.445</b>	15-35	15	25	4.2	Angies	<b>MISFITS</b>
Ball Busterz	151	-	249	<b>.378</b>	17-33	12	28	4.1	The Verhovay	it don't matter
	2750		2750			275	275	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	29	31	4.83	3	3
6.0	Brian Hogentogler	23	37	3.83	1	5
6.0	Kelly Norris	25	15	6.25	3	1
4.0	Ed Croco, CPT	28	22	5.60	3	2
3.5	Mike Minahan	10	20	3.33	0	3
3.5	Nate Handley	9	11	4.50	1	1
2.5	Jackie Croco	32	18	6.40	5	0
2.5	Tammy Norris	24	26	4.80	2	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>		4.5	198	202	20	20

S/L	Homeless Misfits	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.0	Mark Schwentker	26	34	4.33	3	3
6.0	Kevin Villarreal, Co-CPT	36	24	6.00	5	1
5.5	Terry Ballent	22	38	3.67	1	5
5.0	Tim Meise, CPT	25	25	5.00	2	3
4.5	Josh Hughes	25	25	5.00	2	3
4.5	Joe Lahr	27	13	6.75	3	1
4.0	Becky Ballent	0	0	#####	0	0
3.5	Rick Lawson	34	16	6.80	4	1
2.5	Tim Meise Jr	21	9	7.00	3	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>		4.6	216	184	23	17

3 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Slayers	F	A	PPM	W	L
6.0	George Houtz	10	20	3.33	0	3
6.0	Alan Fleegal	42	28	6.00	5	2
4.5	Brian Minnich, CPT	34	36	4.86	3	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	11	9	5.50	1	1
3.0	Marcia Yost	26	34	4.33	3	3
2.5	Jason Trayer	9	21	3.00	0	3
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
AVERAGE S/L		4.2	178	222	15	25

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	51	49	5.10	6	4
5.5	Chuck Miller	15	15	5.00	2	1
4.5	Tone Brubacher	37	23	6.17	4	2
3.5	Nick Ellis	13	27	3.25	1	3
3.0	Jacqui Hiemstra, CPT	4	16	2.00	0	2
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
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
AVERAGE S/L		4.7	193	207	19	21

		POINTS		AVG	MATCH	
S/L	Shoaldies	F	A	PPM	W	L
6.5	Rick Boyer	32	38	4.57	3	4
6.5	Steve Weaver	10	10	5.00	1	1
5.5	Justin Baird	28	12	7.00	3	1
5.5	Winston Beshore	37	23	6.17	4	2
4.5	Eric Van Selow	27	13	6.75	3	1
4.0	Bruce Wright	9	31	2.25	0	4
3.5	Tracy Klinger, Co-Cpt	33	37	4.71	3	4
3.5	Jess Cassner	6	14	3.00	0	2
3.0	Bo Bovidge	23	17	5.75	3	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
AVERAGE S/L		4.7	205	195	20	20

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	10	20	3.33	1	2
6.0	Josh Reynolds	29	11	7.25	4	0
5.5	Andy Ritter	9	21	3.00	0	3
5.0	Clarence Marsh, CPT	35	35	5.00	4	3
3.5	Robert Hurt	18	22	4.50	1	3
3.0	Stephanie Ozimac	45	35	5.63	5	3
3.0	Kerrin Lutz	27	33	4.50	2	4
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
AVERAGE S/L		5.1	203	197	21	19

		POINTS		AVG	MATCH	
S/L	Misfits	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	13	17	4.33	1	2
5.5	Ed Hummel	15	15	5.00	1	2
4.5	Anthony Cressler	36	44	4.50	4	4
4.5	Scott Wallace	24	26	4.80	3	2
3.5	Aaron Neely	30	20	6.00	4	1
2.5	Crystal Johnson	23	27	4.60	2	3
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
AVERAGE S/L		5.0	208	192	23	17

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	24	16	6.00	3	1
4.5	Bill Galbraith	2	8	2.00	0	1
4.0	Alfredo Cortes	26	34	4.33	2	4
4.0	Larry Keefe	37	23	6.17	4	2
3.5	Donnie Mull	14	16	4.67	2	1
3.5	Steve Shipp, CPT	14	16	4.67	1	2
2.5	Kevin Beathea	3	17	1.50	0	2
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
AVERAGE S/L		4.4	168	182	17	18

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	31	29	5.17	3	3
5.5	Tobe Toberman	31	19	6.20	4	1
5.0	Brad Miller	23	27	4.60	2	3
4.5	Bill Scharff	21	19	5.25	2	2
3.5	Eric Snyder	10	20	3.33	1	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
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		5.1	220	180	23	17

1 Recycle 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	28	22	5.60	3	2
4.5	Justin Becker	10	10	5.00	1	1
4.5	Jim Roberts	31	39	4.43	2	5
4.5	Dan Benson	36	34	5.14	4	3
3.0	Ellie Heinly, Co-Cpt	51	29	6.38	6	2
2.0	Red Carr	15	35	3.00	0	5
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.4	210	190	20	20

2 Recycles Remaining		POINTS		AVG PPM	MATCH	
S/L	Ball Busterz	F	A		W	L
6.0	Chet Denmark	15	25	3.75	2	2
5.5	Mace Lockard	23	47	3.29	1	6
4.5	Joe Smith	13	37	2.60	0	5
4.5	Paul Lockard	0	0	#####	0	0
3.5	Abbie Lee, CPT	26	54	3.25	2	6
3.5	Travis Shade, Co-CPT	42	48	4.67	4	5
3.5	Don Norman	0	0	#####	0	0
2.0	Kim DiLucia	16	14	5.33	2	1
	Open Stats	16	24		1	3
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.1	151	249	12	28

S/L	Silent Assassins	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	Kevin Bryner	17	13	5.67	2	1
6.0	James Shafer	23	37	3.83	1	5
5.5	Sean Grissinger	18	22	4.50	1	3
5.0	Del Madden, CPT	14	26	3.50	1	3
5.0	Mike Bretz	17	13	5.67	2	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	11	19	3.67	1	2
3.0	Emily Dauberman	35	15	7.00	5	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	216	184	24	16

S/L	Chicks	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Bruce Lenker	35	35	5.00	3	4
5.5	Fred Brodbeck	34	36	4.86	3	4
5.5	Kevin Marroquin	26	14	6.50	4	0
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	19	31	3.80	1	4
3.5	Sam Hartley	42	28	6.00	5	2
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.8	212	188	22	18

3 Recycles Remaining		POINTS		AVG PPM	MATCH	
S/L	The Rack Raptors	F	A		W	L
6.0	Devan Retherford	32	28	5.33	3	3
5.0	Austin Cronauer	16	14	5.33	2	1
4.0	Betsy Goodman	21	39	3.50	2	4
4.0	Jen Mallon, CPT	44	36	5.50	4	4
4.0	Travis Morrill	9	1	9.00	1	0
3.5	Bob Cohan	13	17	4.33	1	2
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
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.1	172	178	16	19

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***

Devan Retherford

### ***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  $71 / 12 = 5.92$ .