



# 9 Ball (Filler)

## Fall - Winter '22

Week 13 1/26/23

	FOR	-	AGAINST	PCT	Last Week	W	L	AVG HC	Home Location	Week 13 Matchups Home teams are in <b>CAPS</b>
Homeless Misfits	298	-	252	<b>.542</b>	28-22	31	24	4.6	The Verhovay	diamond masters
Silent Assassins	293	-	257	<b>.533</b>	20-30	32	23	4.8	Gilligans on Eisenhower	<b>SHOVALDIES</b>
Shoaldies	292	-	258	<b>.531</b>	40-10	32	23	4.8	Dauphin Home Assoc.	silent assassins
Zero Fux Given	291	-	259	<b>.529</b>	29-21	33	22	4.7	Bressler Club	angies
Slayers	285	-	265	<b>.518</b>	30-20	30	25	4.6	Angies	rowdy friends
Angies	284	-	266	<b>.516</b>	22-28	28	27	4.3	Angies	<b>ZERO FUX GIVEN</b>
Misfits	282	-	268	<b>.513</b>	26-24	31	24	4.9	The Hose	<b>RACK EM UP</b>
Diamond Masters	274	-	276	<b>.498</b>	BYE	26	29	5.3	Angies	<b>HOMELESS MISFITS</b>
Ball Busterz	269	-	281	<b>.489</b>	24-26	28	27	4.5	The Verhovay	<b>CHICKS STROKES</b>
Rack Em Up	267	-	283	<b>.485</b>	27-23	24	31	4.5	Angies	misfits
Rowdy Friends	253	-	297	<b>.460</b>	23-27	21	34	5.3	Marysville Moose	<b>SLAYERS</b>
9 Ya Business	266	-	334	<b>.443</b>	10-40	24	36	4.4	The Verhovay	<b>BYE</b>
Chicks Strokes	243	-	307	<b>.442</b>	21-29	20	35	4.9	Chicks	ball busterz
	3600	-	3600			360	360	4.7		

\* 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	26	34	4.33	2	4
6.5	Rikki Johnson	40	40	5.00	4	4
6.0	Brian Hogentogler	49	31	6.13	6	2
5.5	Kelly Norris	38	32	5.43	4	3
4.0	Ed Croco, CPT	38	32	5.43	4	3
3.5	Mike Minahan	20	30	4.00	1	4
3.5	Nate Handley	23	27	4.60	2	3
2.5	Jackie Croco	16	34	3.20	0	5
2.5	Tammy Norris	17	23	4.25	1	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	267	283	24	31

S/L	Homeless Misfits	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.0	Mark Schwentker	30	40	4.29	3	4
6.0	Kevin Villarreal, Co-CPT	36	44	4.50	3	5
6.0	Terry Ballent	47	23	6.71	5	2
5.0	Joe Lahr	37	23	6.17	4	2
4.5	Tim Meise, CPT	35	25	5.83	4	2
4.5	Josh Hughes	44	26	6.29	5	2
4.0	Becky Ballent	26	24	5.20	3	2
3.0	Rick Lawson	25	25	5.00	2	3
2.5	Tim Meise Jr	18	22	4.50	2	2
	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	298	252	31	24

3 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Slayers	F	A	PPM	W	L
7.0	Mel Jones	11	9	5.50	1	1
6.0	George Houtz	46	44	5.11	5	4
5.5	Alan Fleegal	47	43	5.22	5	4
4.5	James Dagenhart	20	40	3.33	2	4
4.5	Brian Minnich, CPT	28	22	5.60	3	2
4.5	Ron John	35	25	5.83	4	2
3.5	Scott Minnich	24	36	4.00	1	5
3.0	Jason Trayer	12	18	4.00	1	2
3.0	Marcia Yost	62	28	6.89	8	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.6	285	265	30	25

Zero Fux Given		POINTS		AVG	MATCH	
S/L		F	A	PPM	W	L
7.5	Shawn Hoerner	52	28	6.50	7	1
7.0	Chris Taylor	45	25	6.43	6	1
5.5	Chuck Miller	11	29	2.75	0	4
5.5	Ron Brady	41	29	5.86	5	2
4.0	Tone Brubacher	36	54	4.00	2	7
3.5	Nick Ellis	34	36	4.86	4	3
3.5	Jacqui Hiemstra, CPT	15	15	5.00	2	1
3.0	Duane Rider	17	23	4.25	2	2
3.0	Monica Reinengal	40	20	6.67	5	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.7	291	259	33	22

Shoaladies		POINTS		AVG	MATCH	
S/L		F	A	PPM	W	L
6.5	Rick Boyer, CPT	58	52	5.27	8	3
6.5	Steve Weaver	37	23	6.17	4	2
5.5	Justin Baird	24	16	6.00	3	1
5.0	Winston Beshore	35	25	5.83	4	2
4.5	Bruce Wright	39	31	5.57	4	3
4.0	Jess Cassner	11	19	3.67	1	2
3.5	Eric Van Selow	26	34	4.33	2	4
3.0	Bo Bovidge	28	22	5.60	3	2
2.5	Tracy Klinger, Co-Cpt	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	292	258	32	23

2 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Diamond Masters	F	A	PPM	W	L
6.5	Duck Nornhold	11	29	2.75	1	3
6.5	Larry Fagan	14	36	2.80	0	5
6.5	Ron Straw	49	41	5.44	4	5
6.0	Josh Reynolds	33	27	5.50	4	2
5.0	Clarence Marsh, CPT	40	40	5.00	3	5
4.5	Andy Ritter	38	22	6.33	5	1
3.5	Robert Hurt	20	20	5.00	2	2
3.5	Stephanie Ozimac	15	15	5.00	1	2
2.5	Kerrin Lutz	35	15	7.00	4	1
	Open Stats	19	21		2	2
	Forfeits	0	10		0	1
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		5.3	274	276	26	29

No Recycles Remaining		POINTS		AVG	MATCH	
S/L	Misfits	F	A	PPM	W	L
7.5	Ed Kearney	40	30	5.71	4	3
6.0	Shane Wingler	19	21	4.75	2	2
6.0	Jack Finney	6	4	6.00	1	0
5.5	Ed Hummel	35	35	5.00	4	3
4.5	Anthony Cressler	57	53	5.18	7	4
3.5	Scott Wallace	47	33	5.88	5	3
3.5	Chris Johnson	1	9	1.00	0	1
2.5	Crystal Johnson	43	47	4.78	5	4
	Open Stats	34	36		3	4
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.9	282	268	31	24

3 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Angies	F	A	PPM	W	L
6.0	Pete Mavropoulos	27	33	4.50	2	4
6.0	Ken McPherson	7	3	7.00	1	0
4.5	Bill Galbraith	25	25	5.00	3	2
4.0	Kevin Joy	39	31	5.57	4	3
4.0	Larry Keefe	11	9	5.50	1	1
4.0	Alfredo Cortes	48	42	5.33	5	4
3.5	Kevin Beathea	12	18	4.00	1	2
3.5	Steve Shipp, CPT	31	19	6.20	3	2
3.5	Donnie Mull	22	18	5.50	2	2
	Open Stats	55	65		5	7
	Forfeits	7	3		1	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.3	284	266	28	27

S/L	Rowdy Friends	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Steve Wood	18	22	4.50	1	3
7.0	John Lamplugh	17	23	4.25	1	3
6.0	Scott Gibson, CPT	19	21	4.75	1	3
5.5	Jim Geedy	28	32	4.67	2	4
5.0	Tobe Toberman	32	48	4.00	2	6
5.0	Brad Miller	34	26	5.67	4	2
4.5	Bill Scharff	34	36	4.86	3	4
4.0	Doug Wagner	40	40	5.00	5	3
3.5	John Linn	31	49	3.88	2	6
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
<b>AVERAGE S/L</b>		<b>5.3</b>	253	297	21	34

S/L	Silent Assassins	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	James Shafer	25	35	4.17	2	4
6.0	Kevin Bryner	25	25	5.00	3	2
6.0	Sean Grissinger	34	36	4.86	4	3
5.0	Del Madden, CPT	25	25	5.00	3	2
5.0	Mike Bretz	27	23	5.40	2	3
4.5	Paul Ramsey	54	36	6.00	6	3
4.0	Cody Brashear	40	30	5.71	5	2
3.5	Liz Christian, CO-CPT	17	23	4.25	1	3
2.5	Emily Dauberman	46	24	6.57	6	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>		<b>0</b>	<b>0</b>
<b>AVERAGE S/L</b>		<b>4.8</b>	293	257	32	23

1 Recycle Remaining		POINTS		AVG PPM	MATCH	
S/L	9 Ya Business	F	A		W	L
6.5	Powder Zeigler	50	50	5.00	5	5
6.0	Jenn Kelly	54	36	6.00	6	3
5.5	Forrest Aeppli, CPT	35	45	4.38	3	5
5.0	Jim Roberts	50	50	5.00	5	5
4.5	Dan Benson	35	45	4.38	4	4
3.5	Geno Ortiz	5	15	2.50	0	2
2.5	Ellie Heinly, Co-Cpt	24	56	3.00	1	7
2.0	Red Carr	6	24	2.00	0	3
	Open Stats	7	13		0	2
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
<b>AVERAGE S/L</b>		<b>4.4</b>	266	334	24	36

S/L	Chicks Strokes	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Bruce Lenker	32	38	4.57	2	5
6.5	Stan Kovich, CPT	23	17	5.75	3	1
6.0	Fred Brodbeck	32	28	5.33	3	3
5.0	Frank Moore	24	36	4.00	2	4
4.0	Sean Gallagher	30	50	3.75	2	6
4.0	Rich Worley	30	40	4.29	2	5
4.0	Brad Saksek	36	44	4.50	3	5
3.0	Nate Berkebile	21	29	4.20	2	3
	Open Stats	15	25		1	3
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
<b>AVERAGE S/L</b>		<b>4.9</b>	243	307	20	35

1 Recycle Remaining		POINTS		AVG PPM	MATCH	
S/L	Ball Busterz	F	A		W	L
6.5	Chet Denmark	44	46	4.89	5	4
5.5	Mace Lockard	56	54	5.09	5	6
5.0	Paul Lockard	17	23	4.25	1	3
5.0	Joe Smith	19	11	6.33	2	1
4.0	Abbie Lee, CPT	66	54	5.50	8	4
4.0	Travis Shade, Co-CPT	37	43	4.63	4	4
3.5	Tony Reigle	3	7	3.00	0	1
2.5	Kim DiLucia	27	43	3.86	3	4
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
<b>AVERAGE S/L</b>		<b>4.5</b>	269	281	28	27

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.

**\* 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***

Winston Beshore

Shawn Hoerner	6
Ed Kearney	3
Rick Boyer	2
Chet Denmark	2
Rikki Johnson	2
Stan Kovich	2
Ron Straw	2
Dan Benson	
Winston Beshore	
Kyle Gamble	
George Houtz	
Jenn Kelly	
Duck Nornhold	
Chris Taylor	
Kevin Villarreal	
Steve Weaver	
Shane Wingle	
Powder Zeigler	

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  $71 / 12 = 5.92$ .