



Summer '22

9 Ball (Shaw)

Week 11 8/25/22

	FOR	-	AGAINST	PCT	Last Week	W	L	AVG	Home Location	Week 11 Matchups
9 Ya Business	210	-	190	.525	BYE	21	19	4.6	Verhovay Club	CHICKS STROKES
Silent Assassins	236	-	214	.524	23-27	25	20	4.8	Gilligans (Eisenhower)	homeless misfits
Chicks Strokes	235	-	215	.522	27-23	24	21	4.8	Chicks	9 ya business
Rowdy Friends	220	-	230	.489	23-27	22	23	5.1	Marysville Moose	BYE
Homeless Misfits	195	-	205	.488	22-28	17	23	4.5	Verhovay Club	SILENT ASSASSINS
Racketeers	217	-	233	.482	28-22	24	21	4.9	Chicks	BALL BUSTERZ
Ball Busterz	187	-	213	.468	27-23	17	23	4.1	Verhovay Club	racketeers
	1500		1500			150	150	4.7		

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	Homeless Misfits	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	Mark Schwentker	44	26	6.29	5	2
6.0	Kevin Villarreal, Co-CPT	28	32	4.67	2	4
5.5	Terry Ballent	29	31	4.83	3	3
5.0	Tim Meise, CPT	19	21	4.75	1	3
4.5	Josh Hughes	24	16	6.00	3	1
3.5	Becky Ballent	6	24	2.00	0	3
3.0	Rick Lawson	31	39	4.43	2	5
2.0	Tim Meise Jr	14	16	4.67	1	2
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.5	195	205	17	23

S/L	Racketeers	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.5	Ed Kearney	31	39	4.43	4	3
5.5	Jack Finney	28	32	4.67	3	3
5.0	Joe Lahr	21	19	5.25	3	1
4.5	Rick Johnson, CPT	38	32	5.43	5	2
4.5	Dean Martin	46	44	5.11	5	4
3.5	Bob Cohan	19	31	3.80	1	4
3.5	Bob Sturman	28	22	5.60	3	2
	Open Stats	6	14		0	2
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.9	217	233	24	21

S/L	Rowdy Friends	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Steve Wood	22	18	5.50	2	2
7.0	John Lamplugh	13	17	4.33	1	2
6.5	Scott Gibson, CPT	23	27	4.60	2	3
5.0	Jim Geedy	21	29	4.20	3	2
5.0	Tobe Toberman	30	40	4.29	2	5
4.0	Bill Scharff	18	22	4.50	1	3
4.0	John Linn	21	29	4.20	2	3
3.5	Eric Snyder	11	9	5.50	1	1
3.5	Doug Wagner	32	28	5.33	4	2
	Open Stats	29	11	7.25	4	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		5.1	220	230	22	23

S/L	Silent Assassins	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	James Shafer	28	32	4.67	3	3
6.0	Kevin Bryner	19	11	6.33	3	0
5.5	Sean Grissinger	37	23	6.17	5	1
5.0	Del Madden, CPT	40	20	6.67	5	1
4.5	Paul Ramsey	23	27	4.60	2	3
4.5	Cody Brashear	11	29	2.75	0	4
4.5	Mike Bretz	16	24	4.00	1	3
3.5	Liz Christian, CO-CPT	38	22	6.33	4	2
2.5	Emily Dauberman	12	18	4.00	1	2
	Open Stats	12	8		1	1
	Forfeits	0	0		0	0
	Penalty Points	0	0		0	0
AVERAGE S/L		4.8	236	214	25	20

2 Recycles Remaining		POINTS		AVG	MATCH	
S/L	9 Ya Business	F	A	PPM	W	L
7.0	Powder Zeigler	24	26	4.80	2	3
6.5	Duck Nornhold	14	16	4.67	1	2
5.5	Zach Morrill	24	26	4.80	2	3
5.0	Forrest Aeppli, CPT	18	2	9.00	2	0
5.0	Mike McFarland	24	26	4.80	2	3
4.5	Dan Benson	48	42	5.33	5	4
3.5	Ellie Heinly, Co-Cpt	23	17	5.75	3	1
2.5	Mike Hardy	12	8	6.00	2	0
2.0	Ike Aeppli	19	21	4.75	2	2
	Open Stats	4	6		0	1
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.6	210	190	21	19

		POINTS		AVG	MATCH	
S/L	Chicks Strokes	F	A	PPM	W	L
7.0	Bruce Lenker	45	25	6.43	6	1
6.5	Stan Kovich, CPT	27	33	4.50	3	3
5.5	Fred Brodbeck	31	29	5.17	3	3
5.5	Frank Moore	41	29	5.86	4	3
4.5	Rich Worley	3	7	3.00	0	1
4.0	Pete Servatius	10	20	3.33	0	3
2.5	Kerrin Lutz	37	43	4.63	3	5
2.5	Nate Berkebile	31	19	6.20	4	1
	Open Stats	10	10		1	1
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.8	235	215	24	21

3 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Ball Busterz	F	A	PPM	W	L
6.5	Chet Denmark	34	26	5.67	3	3
5.5	Mace Lockard	7	3	7.00	1	0
4.0	Anthony Watson	2	8	2.00	0	1
4.0	Brent Frank	7	13	3.50	0	2
3.5	Travis Shade	42	48	4.67	4	5
3.5	Abbie Lee	25	45	3.57	2	5
3.5	Roger Moore	29	21	5.80	3	2
3.0	Jim Conway	17	33	3.40	1	4
3.0	Tony Reigle	24	16	6.00	3	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.1	187	213	17	23

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)

"2.0"s no longer get sideline coaching.

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

Ed Kearney

3

Steve Wood
Forrest Aeppli
Chet Denmark
Bruce Lenker
James Shafer
Kevin Villarreal

2

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 $71 / 12 = 5.92$.