



Summer '22

9 Ball (Shaw)

Week 15 9/22/22

AVG

Week 15 Matchups

Home team is in **CAPS**

	FOR	-	AGAINST	PCT	Last Week	W	L	HC	Home Location	
Silent Assassins	312	-	288	<b>.520</b>	21-29	33	27	4.7	Gilligans (Eisenhower)	<b>CHICKS STROKES</b>
Chicks Strokes	311	-	289	<b>.518</b>	17-33	31	29	4.8	Chicks	silent assassins
Rowdy Friends	303	-	297	<b>.505</b>	29-21	31	29	5.1	Marysville Moose	<b>BALL BUSTERZ</b>
9 Ya Business	299	-	301	<b>.498</b>	29-21	28	32	4.7	Verhovay Club	<b>HOMELESS MISFITS</b>
Homeless Misfits	298	-	302	<b>.497</b>	33-17	29	31	4.4	Verhovay Club	9 ya business
Ball Busterz	267	-	283	<b>.485</b>	BYE	26	29	4.2	Verhovay Club	rowdy friends
Racketeers	310	-	340	<b>.477</b>	21-29	32	33	4.8	Chicks	<b>BYE</b>
	2100		2100			210	210	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	50	30	6.25	6	2
6.0	Kevin Villarreal, Co-CPT	48	52	4.80	4	6
5.5	Terry Ballent	48	52	4.80	5	5
4.5	Tim Meise, CPT	23	37	3.83	1	5
4.5	Josh Hughes	45	25	6.43	6	1
3.5	Becky Ballent	21	39	3.50	2	4
3.0	Rick Lawson	39	41	4.88	3	5
2.0	Tim Meise Jr	24	26	4.80	2	3
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.4	298	302	29	31

S/L	Racketeers	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.5	Ed Kearney	31	39	4.43	4	3
6.0	Jack Finney	54	46	5.40	6	4
5.0	Joe Lahr	31	39	4.43	4	3
4.5	Rick Johnson, CPT	48	42	5.33	6	3
4.0	Dean Martin	61	69	4.69	6	7
4.0	Steve Hunter	3	7	3.00	0	1
3.5	Bob Cohan	35	45	4.38	2	6
3.5	Bob Sturman	41	39	5.13	4	4
	Open Stats	6	14		0	2
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		4.8	310	340	32	33

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	26	24	5.20	3	2
6.5	Scott Gibson, CPT	38	42	4.75	3	5
5.5	Jim Geedy	37	33	5.29	5	2
4.5	Tobe Toberman	38	52	4.22	3	6
4.0	Bill Scharff	31	29	5.17	3	3
4.0	John Linn	25	35	4.17	2	4
3.5	Eric Snyder	11	9	5.50	1	1
3.5	Doug Wagner	46	44	5.11	5	4
	Open Stats	29	11	7.25	4	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
<b>AVERAGE S/L</b>		5.1	303	297	31	29

S/L	Silent Assassins	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	James Shafer	40	40	5.00	5	3
6.0	Kevin Bryner	25	25	5.00	3	2
5.5	Sean Grissinger	52	28	6.50	7	1
5.0	Del Madden, CPT	53	27	6.63	6	2
4.5	Paul Ramsey	27	33	4.50	2	4
4.5	Mike Bretz	23	27	4.60	2	3
4.0	Cody Brashear	16	44	2.67	0	6
3.5	Liz Christian, CO-CPT	44	26	6.29	5	2
2.0	Emily Dauberman	20	30	4.00	2	3
	Open Stats	12	8		1	1
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0		0	0
<b>AVERAGE S/L</b>		4.7	312	288	33	27

1 Recycle Remaining		POINTS		AVG	MATCH	
S/L	9 Ya Business	F	A	PPM	W	L
6.5	Powder Zeigler	33	47	4.13	2	6
6.5	Duck Nornhold	21	19	5.25	2	2
5.5	Zach Morrill	26	34	4.33	2	4
5.5	Forrest Aeppli, CPT	51	19	7.29	6	1
5.0	Mike McFarland	34	46	4.25	3	5
4.5	Dan Benson	56	54	5.09	5	6
3.5	Ellie Heinly, Co-Cpt	30	30	5.00	3	3
2.5	Mike Hardy	14	16	4.67	2	1
2.5	Ike Aeppli	30	30	5.00	3	3
	Open Stats	4	6		0	1
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.7	299	301	28	32

Chicks Strokes		POINTS		AVG	MATCH	
S/L		F	A	PPM	W	L
7.0	Bruce Lenker	45	25	6.43	6	1
6.5	Stan Kovich, CPT	42	48	4.67	4	5
5.5	Fred Brodbeck	40	40	5.00	4	4
5.5	Frank Moore	57	43	5.70	5	5
4.5	Rich Worley	18	22	4.50	2	2
4.0	Pete Servatius	10	20	3.33	0	3
3.0	Nate Berkebile	43	27	6.14	5	2
2.5	Kerrin Lutz	46	54	4.60	4	6
	Open Stats	10	10		1	1
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.8	311	289	31	29

2 Recycles Remaining		POINTS		AVG	MATCH	
S/L	Ball Busterz	F	A	PPM	W	L
6.5	Chet Denmark	46	44	5.11	4	5
5.5	Mace Lockard	20	20	5.00	2	2
4.0	Anthony Watson	2	8	2.00	0	1
4.0	Brent Frank	7	13	3.50	0	2
4.0	Roger Moore	46	34	5.75	5	3
3.5	Abbie Lee	46	54	4.60	5	5
3.5	Travis Shade	53	57	4.82	5	6
3.5	Tony Reigle	30	20	6.00	4	1
3.0	Jim Conway	17	33	3.40	1	4
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.2	267	283	26	29

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***

Stan Kovich

Ed Kearney

3

Steve Wood  
Forrest Aeppli  
Chet Denmark  
Scott Gibson  
Stan Kovich  
Bruce Lenker  
Duck Nornhold  
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  $71 / 12 = 5.92$ .