Week 7 7/28/22

PACS PA CUE SPORTS

Summer '22 9 Ball (Shaw)

	FOR	-	AGAINST	PCT	Last Week	W	L	AVG HC	Home Location	Week 7 Matchups Home team is in **CAPS**
Silent Assassins	131	-	119	**.524**	28-22	14	11	4.9	Gilligans (Eisenhower)	chicks strokes
9 Ya Business	130	-	120	**.520**	21-29	13	12	4.6	Verhovay Club	homeless misfits
Homeless Misfits	126	-	124	**.504**	24-26	12	13	4.4	Verhovay Club	**9 YA BUSINESS**
Chicks Strokes	126	-	124	**.504**	BYE	12	13	4.8	Chicks	**SILENT ASSASSINS**
Rowdy Friends	124	-	126	**.496**	26-24	12	13	5.0	Marysville Moose	ball busterz
Ball Busterz	123	-	127	**.492**	29-21	12	13	3.8	Verhovay Club	**ROWDY FRIENDS**
Racketeers	140	-	160	**.467**	22-28	15	15	4.6	Chicks	**BYE**
	900		900			90	90	4.6		

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.

		POINTS		AVG	MATCH	
S/L	Homeless Misfits	F	A	PPM	W	L
6.0	Kevin Villarreal, Co-CPT	20	20	5.00	2	2
5.5	Mark Schwentker	23	17	5.75	3	1
5.5	Terry Ballent	17	23	4.25	1	3
5.0	Tim Meise, CPT	16	14	5.33	1	2
4.5	Josh Hughes	20	10	6.67	3	0
4.0	Becky Ballent	2	8	2.00	0	1
3.0	Rick Lawson	16	24	4.00	1	3
2.0	Tim Meise Jr	12	8	6.00	1	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L 4.4		126	124		12	13

		POINTS		AVG	MATCH	
S/L	Racketeers	F	A	PPM	W	L
7.5	Ed Kearney	13	27	3.25	1	3
5.5	Jack Finney	15	25	3.75	1	3
5.0	Joe Lahr	18	12	6.00	3	0
4.5	Rick Johnson, CPT	22	18	5.50	3	1
4.5	Dean Martin	33	27	5.50	4	2
3.5	Bob Cohan	15	25	3.75	1	3
3.5	Bob Sturman	18	12	6.00	2	1
3.0	Scott Shuffler	3	7	3.00	0	1
	Open Stats	3	7		0	1
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L 4.6		140	160		15	15

		POINTS		AVG	MATCH	
S/L	Rowdy Friends	F	A	PPM	W	L
7.0	Steve Wood	7	13	3.50	0	2
7.0	John Lamplugh	6	4	6.00	1	0
6.5	Scott Gibson, CPT	14	16	4.67	1	2
5.0	Jim Geedy	7	13	3.50	1	1
5.0	Tobe Toberman	18	22	4.50	1	3
4.0	Bill Scharff	10	10	5.00	1	1
4.0	John Linn	13	17	4.33	1	2
3.5	Eric Snyder	11	9	5.50	1	1
3.0	Doug Wagner	9	11	4.50	1	1
	Open Stats	29	11	7.25	4	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L 5.0		124	126		12	13

		POINTS		AVG	MATCH	
S/L	Silent Assassins	F	A	PPM	W	L
7.0	James Shafer	19	11	6.33	3	0
6.0	Kevin Bryner	13	7	6.50	2	0
5.0	Sean Grissinger	17	13	5.67	2	1
4.5	Paul Ramsey	6	14	3.00	0	2
4.5	Del Madden, CPT	18	12	6.00	2	1
4.5	Cody Brashear	9	21	3.00	0	3
4.5	Mike Bretz	12	18	4.00	1	2
3.0	Liz Christian, CO-CPT	25	15	6.25	3	1
2.5	Emily Dauberman	0	0	#####	0	0
	Open Stats	12	8		1	1
	Forfeits	0	0		0	0
	Penalty Points	0	0		0	0
AVERAGE S/L 4.9		131	119		14	11

S/L	9 Ya Business	POINTS F	POINTS A	AVG PPM	MATCH W	MATCH L
7.0	Powder Zeigler	20	20	5.00	2	2
6.5	Duck Nornhold	4	6	4.00	0	1
5.5	Zach Morrill	19	11	6.33	2	1
5.0	Forrest Aeppli, CPT	18	2	9.00	2	0
5.0	Mike McFarland	10	10	5.00	1	1
4.0	Dan Benson	21	29	4.20	2	3
3.5	Ellie Heinly, Co-Cpt	17	13	5.67	2	1
2.5	Mike Hardy	6	4	6.00	1	0
2.0	Ike Aeppli	11	19	3.67	1	2
	Open Stats	4	6		0	1
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L 4.6		130	120		13	12

S/L	Chicks Strokes	POINTS F	POINTS A	AVG PPM	MATCH W	MATCH L
6.5	Bruce Lenker	22	18	5.50	3	1
6.5	Stan Kovich, CPT	20	20	5.00	2	2
5.5	Fred Brodbeck	17	13	5.67	2	1
5.5	Frank Moore	16	14	5.33	1	2
4.5	Dave Lavendier	4	6	4.00	0	1
4.0	Pete Servatius	10	20	3.33	0	3
3.0	Kerrin Lutz	21	19	5.25	2	2
2.5	Nate Berkebile	16	14	5.33	2	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L 4.8		126	124		12	13

S/L	Ball Busterz	POINTS F	POINTS A	AVG PPM	MATCH W	MATCH L
6.5	Chet Denmark	30	20	6.00	3	2
4.0	Anthony Watson	2	8	2.00	0	1
4.0	Brent Frank	7	13	3.50	0	2
3.5	Travis Shade	27	23	5.40	3	2
3.5	Abbie Lee	19	21	4.75	2	2
3.0	Jim Conway	14	26	3.50	1	3
3.0	Roger Moore	17	13	5.67	2	1
2.5	Tony Reigle	7	3	7.00	1	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L 3.8		123	127		12	13

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***	
James Shafer	Ed Kearney	2

Ed Kearney

Forrest Aeppli
Chet Denmark
Bruce Lenker
James Shafer
Kevin Villarreal
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.