

DUES ARE NOW \$8

Week 1 1/2/20



PA CUE SPORTS
Last Week W L

Winter '19 9 Ball Thursday

Week 1 opponent

Home team is in **CAPS**

	FOR	-	AGAINST	PCT	Last Week	W	L	Home Location	Week 1 opponent
Busboys	0	-	0	###		0	0	Stadium Club	angies misfits
Racketeers	0	-	0	###		0	0	The Coliseum	rutherford vfw
Slayers	0	-	0	###		0	0	Mugs	ROWDY FRIENDS
Chicks Strokes	0	-	0	###		0	0	Chick's Tavern	SPRAY AND PRAY
Rutherford VFW	0	-	0	###		0	0	Rutherford VFW	RACKETEERS
Rowdy Friends	0	-	0	###		0	0	Mid Paxton Home Assoc	slayers
Spray And Pray	0	-	0	###		0	0	Angies	chicks strokes
Angies A Team	0	-	0	###		0	0	Angies	diamond masters
Diamond Masters	0	-	0	###		0	0	River City Blues	ANGIES A TEAM
Silent Assassins	0	-	0	###		0	0	River City Blues	these clowns
These Clowns	0	-	0	###		0	0	Angies	SILENT ASSASSINS
Angies Misfits	0	-	0	###		0	0	Angies	BUSBOYS
	0		0			0	0		

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	Busboys	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Rikki Johnson	0	0	#####	0	0
7.0	Kyle Gamble	0	0	#####	0	0
5.5	Shane Waechter	0	0	#####	0	0
5.5	Kelly Norris	0	0	#####	0	0
5.0	Adam Hughes, CPT	0	0	#####	0	0
4.5	Craig Meck	0	0	#####	0	0
4.0	Nate Handley	0	0	#####	0	0
4.0	Ryan Iskric	0	0	#####	0	0
3.5	Scott Szekeres	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		5.1	0	0	0	0

S/L	Chicks Strokes	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Clint Etnoyer	0	0	#####	0	0
6.0	Fred Brodbeck	0	0	#####	0	0
6.0	Stan Kovich, CPT	0	0	#####	0	0
5.0	Frank Moore	0	0	#####	0	0
4.5	Dave Lavendier	0	0	#####	0	0
4.0	Pete Servatius	0	0	#####	0	0
3.5	Bob Goss	0	0	#####	0	0
3.0	Ed Kelly	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.9	0	0	0	0

S/L	Spray And Pray	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Ed Kearney	0	0	#####	0	0
5.0	Todd Ferry	0	0	#####	0	0
4.5	Matt LaFontaine	0	0	#####	0	0
4.5	Ed Croco, CPT	0	0	#####	0	0
4.0	Carlos Olmeda	0	0	#####	0	0
4.0	Ken Yohe	0	0	#####	0	0
3.0	Marcia Yost	0	0	#####	0	0
2.5	Jackie Arnold	0	0	#####	0	0
2.5	Michelle Gamble, CO-CPT	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.1	0	0	0	0

S/L	Rutherford VFW	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	Chris Taylor	0	0	#####	0	0
6.0	Chet Denmark	0	0	#####	0	0
5.0	Chuck Miller	0	0	#####	0	0
5.0	Ron Brady	0	0	#####	0	0
4.0	Abbie Lee	0	0	#####	0	0
4.0	Kyle Randall	0	0	#####	0	0
3.5	Travis Shade, CPT	0	0	#####	0	0
3.5	Bryan Lindenmuth	0	0	#####	0	0
2.5	Nick Ellis	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.4	0	0	0	0

S/L	These Clowns	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Bruce Lenker	0	0	#####	0	0
5.5	Kevin Bryner	0	0	#####	0	0
5.0	Jim Roberts	0	0	#####	0	0
5.0	Andrew Betts, CPT	0	0	#####	0	0
5.0	Joe Lahr	0	0	#####	0	0
5.0	Craig Seilhammer	0	0	#####	0	0
4.0	Jim Morrissey	0	0	#####	0	0
3.0	Francine Rothrock	0	0	#####	0	0
2.5	Kerrin Lutz	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.7	0	0	0	0

S/L	Racketeers	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Ian Michels	0	0	#####	0	0
6.0	Mike Connor	0	0	#####	0	0
5.5	Max Carlson	0	0	#####	0	0
5.0	Rick Johnson, CPT	0	0	#####	0	0
4.0	John Hollen	0	0	#####	0	0
4.0	Dean Martin	0	0	#####	0	0
3.0	Bob Sturman	0	0	#####	0	0
2.5	Dee Carlson	0	0	#####	0	0
2.0	Joanna Michels	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.3	0	0	0	0

S/L	Rowdy Friends	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	John Lamplugh	0	0	#####	0	0
5.5	Scott Gibson, CPT	0	0	#####	0	0
5.5	Earnie Beck	0	0	#####	0	0
4.5	Tobe Toberman	0	0	#####	0	0
4.5	Bill Scharff	0	0	#####	0	0
4.0	Matt Smith	0	0	#####	0	0
3.0	Jen Peck	0	0	#####	0	0
3.0	Roger Speidel	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.6	0	0	0	0

S/L	Diamond Masters	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Powder Zeigler	0	0	#####	0	0
6.0	Ron Straw	0	0	#####	0	0
5.0	Forrest Aepli Jr.	0	0	#####	0	0
4.5	Clarence Marsh, CPT	0	0	#####	0	0
4.0	Brandon Guevara	0	0	#####	0	0
3.5	Todd Quigley	0	0	#####	0	0
3.5	Stephanie Ozimac	0	0	#####	0	0
3.5	Ellie Heinly	0	0	#####	0	0
2.0	Jacqui Heimstra	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.3	0	0	0	0

S/L	Angies A Team	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Jeff Richardson	0	0	#####	0	0
6.0	Steve Weaver	0	0	#####	0	0
5.5	George Houtz	0	0	#####	0	0
4.5	Brad Saksek	0	0	#####	0	0
4.5	Ron Sullivan	0	0	#####	0	0
4.0	Rich Worley	0	0	#####	0	0
4.0	Larry Keefe, CPT	0	0	#####	0	0
4.0	Ron John	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.9	0	0	0	0

S/L	Angies Misfits	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.5	Dave Burd	0	0	#####	0	0
5.5	Tim Meise, CPT	0	0	#####	0	0
5.5	Kevin Villarreal	0	0	#####	0	0
5.0	Terry Ballent	0	0	#####	0	0
4.5	Josh Hughes	0	0	#####	0	0
4.0	Becky Ballent	0	0	#####	0	0
2.5	Tim Meise Jr	0	0	#####	0	0
2.0	Rick Lawson	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.6	0	0	0	0

S/L	Slayers	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.0	Brian Hogentogler	0	0	#####	0	0
6.0	Ron Bishop	0	0	#####	0	0
5.5	Jim Hansel	0	0	#####	0	0
5.0	Shawn Longo, CPT	0	0	#####	0	0
4.5	Brian Minnich	0	0	#####	0	0
3.5	Gary Foster	0	0	#####	0	0
3.5	Scott Minnich	0	0	#####	0	0
3.5	Don Norman	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.7	0	0	0	0

S/L	Silent Assassins	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.5	Russ Redhead	0	0	#####	0	0
7.0	Shawn Hoerner	0	0	#####	0	0
6.0	James Shafer	0	0	#####	0	0
6.0	Gerard Madden	0	0	#####	0	0
5.0	Del Madden	0	0	#####	0	0
5.0	El Voughs	0	0	#####	0	0
4.5	Sean Grissinger	0	0	#####	0	0
4.5	Paul Ramsey	0	0	#####	0	0
3.0	Liz Christian	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		5.4	0	0	0	0

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 **3 times** during the session and no more than once in a given night.

The recycle rule is not meant for teams to gain an advantage by leaving their "weaker shooters" at home. It is meant as a last resort for teams that can't field a lineup of 5 different shooters in a given night. If a player shows up to the match and then leaves without shooting under the understanding that the team would still have enough shooters, the team has forfeited the right to recycle in place of that shooter (who left early without playing). The recycled player must shoot last. Unless the opposing team chooses the player to be recycled early, the team that is recycling must have all eligible players available for the last match and the opposing team chooses the player

The recycled player can be any skill level as long as they comply with the "26.0" rule.

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.

"Push Shots" following the break ARE permitted.

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 for

Tournament Champions	\$2,400
Tournament 2nd place	\$1,300
Division Winner	\$400
Week 18 Winners (\$80 x 6)	\$480
Random Drawing Winner	\$200
Total Cash Payouts	\$4,780

* 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 this division for a chance to win \$ **200**

***In week 18, the winning team of each match will receive \$80
(If 25-25 tie, each team will receive \$45). Week 18 IS a "pay to play" week like all other regular session matches

The teams that play in the championship match do not have to pay \$35 for that match (since it is also included as the first week of the Spring '20 Session)

Players must play at least **9** matches to be eligible for individual awards for this session/division.

Players must play at least **6** 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 \$7 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

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..... Johnny Chickenfingers played 12 matches and his "Points For" was 71.
his "AVG PPM" would be $71 / 12 = 5.92$.