



Week 18 12/12/19

Week 18 Opponent  
Home team is in **CAPS**

	FOR	AGAINST	PCT	Last Week	W	L	Home Location	Week 18 Opponent
Racketeers	447	403	.526	27-23	49	36	The Coliseum	busboys
Busboys	447	403	.526	27-23	50	35	Stadium Club	<b>RACKETEERS</b>
Slayers	436	414	.513	34-16	50	35	Mugs	rutherford vfw
Rutherford VFW	430	420	.506	37-13	41	44	Rutherford VFW	<b>SLAYERS</b>
Chicks Strokes	429	421	.505	22-28	40	45	Chick's Tavern	rowdy friends
Rowdy Friends	428	422	.504	31-19	42	43	Mid Paxton Home Assoc	<b>CHICK STROKES</b>
Spray And Pray	426	424	.501	19-31	42	43	Angies	angies a team
Angies A Team	416	434	.489	16-34	39	46	Angies	<b>SPRAY AND PRAY</b>
Diamond Masters	412	438	.485	23-27	39	46	River City Blues	these clowns
These Clowns	411	439	.484	28-22	38	47	Angies	<b>DIAMOND MASTERS</b>
Silent Assassins	410	440	.482	13-37	42	43	River City Blues	angies misfits
Angies Misfits	405	445	.476	23-27	38	47	Angies	<b>SILENT ASSASSINS</b>
	5100	5100			510	510		

**Racketeers is the home team because of better head to head record (52-48) vs Busboys in the regular session**

**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.**

		POINTS		TOTAL	MATCH	
S/L	Busboys	F	A	#	W	L
7.0	Rikki Johnson	63	47	110	8	3
7.0	Kyle Gamble	45	25	70	6	1
5.5	Shane Waechter	59	61	120	7	5
5.5	Kelly Norris	51	49	100	6	4
5.0	Adam Hughes, CPT	56	44	100	6	4
4.5	Craig Meck	34	46	80	2	6
4.0	Nate Handley	59	71	130	6	7
4.0	Ryan Iskric	28	22	50	3	2
3.5	Scott Szekeres	52	38	90	6	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
<b>AVERAGE S/L</b>		<b>5.1</b>	447	403	50	35

		POINTS		TOTAL	MATCH	
S/L	Spray And Pray	F	A	#	W	L
7.0	Ed Kearney	70	60	130	7	6
5.0	Todd Ferry	68	62	130	6	7
5.0	Matt LaFontaine	64	56	120	8	4
4.5	Ed Croco, CPT	55	55	110	5	6
4.0	Carlos Olmeda	42	48	90	4	5
4.0	Ken Yohe	33	47	80	3	5
3.0	Marcia Yost	48	42	90	5	4
2.5	Jackie Arnold	37	53	90	3	6
2.5	Michelle Gamble, CO-CPT	9	1	10	1	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
<b>AVERAGE S/L</b>		<b>4.2</b>	426	424	42	43

		POINTS		TOTAL	MATCH	
S/L	Chicks Strokes	F	A	#	W	L
7.0	Clint Etnoyer	48	42	90	5	4
6.0	Krupal Desai	0	0	0	0	0
6.0	Fred Brodbeck	61	49	110	7	4
6.0	Stan Kovich, CPT	73	67	140	7	7
5.0	Dave Lavendier	43	57	100	2	8
5.0	Frank Moore	58	62	120	6	6
4.5	Belinda George	43	37	80	4	4
3.5	Bob Goss	48	52	100	4	6
3.0	Ed Kelly	55	55	110	5	6
	Open Stats	0	0	0	0	0
	Forfeits					
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
<b>AVERAGE S/L</b>		<b>5.1</b>	429	421	40	45

		POINTS		TOTAL	MATCH	
S/L	Rutherford VFW	F	A	#	W	L
6.0	Chet Denmark	44	56	100	4	6
5.5	Chris Taylor	104	66	170	12	5
5.0	Chuck Miller	46	54	100	4	6
5.0	Ron Brady	34	26	60	3	3
4.0	Abbie Lee	42	58	100	3	7
4.0	Kyle Randall	34	36	70	2	5
3.5	Travis Shade, CPT	31	29	60	4	2
3.5	Bryan Lindenmuth	57	43	100	6	4
2.5	Nick Ellis	38	52	90	3	6
	Open Stats	0	0	0	0	0
	Forfeits					
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>			
<b>AVERAGE S/L</b>		<b>4.3</b>	430	420	41	44

S/L	These Clowns	POINTS		TOTAL	MATCH	
		F	A	#	W	L
7.0	Bruce Lenker	43	47	90	4	5
5.5	Kevin Bryner	34	26	60	3	3
5.0	Jim Roberts	69	51	120	6	6
5.0	Andrew Betts, CPT	60	80	140	5	9
5.0	Joe Lahr	71	79	150	6	9
4.0	Jim Morrissey	23	17	40	2	2
3.0	Francine Rothrock	50	70	120	5	7
2.5	Kerrin Lutz	61	69	130	7	6
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	0	0			
AVERAGE S/L		4.6	411	439	38	47

S/L	Racketeers	POINTS		TOTAL	MATCH	
		F	A	#	W	L
7.0	Ian Michels	77	63	140	9	5
6.0	Mike Connor	59	51	110	6	5
5.5	Max Carlson	59	51	110	7	4
4.5	Rick Johnson, CPT	67	43	110	9	2
4.0	John Hollen	62	58	120	6	6
4.0	Dean Martin	22	38	60	1	5
3.0	Bob Sturman	47	43	90	5	4
2.5	Dee Carlson	40	30	70	5	2
2.0	Joanna Michels	14	26	40	1	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0		
AVERAGE S/L		4.3	447	403	49	36

S/L	Rowdy Friends	POINTS		TOTAL	MATCH	
		F	A	#	W	L
6.5	John Lamplugh	58	72	130	6	7
5.5	Scott Gibson	75	65	140	7	7
5.5	Earnie Beck	75	75	150	8	7
5.0	Tobe Toberman	48	52	100	4	6
4.5	Bill Scharff	10	10	20	1	1
4.0	Matt Smith	43	47	90	4	5
3.0	Jen Peck	25	35	60	2	4
3.0	Matt Hartman	56	34	90	6	3
3.0	Roger Speidel	31	29	60	3	3
	Open Stats	0	0	0	0	0
	Forfeits	7	3	10	1	0
	<b>Penalty Points</b>	0	0	0		
AVERAGE S/L		4.4	428	422	42	43

2 Recycles Remaining		POINTS		TOTAL	MATCH	
S/L	Diamond Masters	F	A	#	W	L
7.0	Powder Zeigler	64	56	120	6	6
6.0	Ron Straw	59	51	110	6	5
5.0	Keith Steinle	19	51	70	0	7
4.5	Forrest Aepli Jr.	46	44	90	5	4
4.5	Clarence Marsh, CPT	55	45	100	6	4
4.0	Todd Quigley	39	51	90	3	6
3.5	Stephanie Ozimac	53	47	100	6	4
3.5	Ellie Heinly	50	40	90	5	4
2.0	Jacqui Heimstra	27	43	70	2	5
	Open Stats	0	0	0	0	0
	Forfeits	0	10	10	0	1
	<b>Penalty Points</b>	0	0	0		
AVERAGE S/L		4.4	412	438	39	46

2 Recycles Remaining		POINTS		TOTAL	MATCH	
S/L	Angies A Team	F	A	#	W	L
7.0	Jeff Richardson	45	35	80	4	4
6.0	Steve Weaver	48	42	90	5	4
5.5	George Houtz	54	76	130	5	8
4.5	Brad Saksek	55	75	130	4	9
4.5	Ron Sullivan	54	66	120	4	8
4.0	Rich Worley	29	31	60	2	4
4.0	Larry Keefe, CPT	54	56	110	6	5
4.0	Ron John	77	53	130	9	4
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0		
AVERAGE S/L		4.9	416	434	39	46

S/L	Angies Misfits	POINTS		TOTAL	MATCH	
		F	A	#	W	L
7.5	Dave Burd	76	44	120	10	2
5.5	Tim Meise, CPT	28	42	70	2	5
5.5	Kevin Villarreal	79	71	150	9	6
5.0	Terry Ballent	45	65	110	3	8
4.5	Tim Kenyon	30	40	70	2	5
4.5	Josh Hughes	24	16	40	3	1
4.0	Becky Ballent	43	57	100	4	6
2.5	Tim Meise Jr	26	34	60	1	5
2.0	Rick Lawson	50	70	120	4	8
	Open Stats	4	6	10	0	1
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	0	0	0		
AVERAGE S/L		4.6	405	445	38	47

2 Recycles Remaining		POINTS		TOTAL	MATCH	
S/L	Slayers	F	A	#	W	L
6.0	Brian Hogentogler	57	73	130	5	8
6.0	Ron Bishop	35	35	70	3	4
5.5	Jim Hansel	58	52	110	7	4
5.0	Shawn Longo, CPT	65	55	120	8	4
4.5	Brian Minnich	103	67	170	14	3
3.5	Gary Foster	0	0	0	0	0
3.5	Scott Minnich	61	69	130	6	7
3.0	Don Norman	54	56	110	7	4
	Open Stats	3	7	10	0	1
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
<b>AVERAGE S/L</b>		4.6	436	414	50	35

		POINTS		TOTAL	MATCH	
S/L	Silent Assassins	F	A	#	W	L
7.5	Russ Redhead	6	4	10	1	0
7.0	Shawn Hoerner	51	39	90	6	3
6.0	James Shafer	48	52	100	5	5
6.0	Gerard Madden	41	49	90	3	6
5.0	Del Madden	38	62	100	4	6
5.0	Paul Ramsey	62	58	120	6	6
4.5	Sean Grissinger	46	44	90	5	4
4.5	El Voughs	42	48	90	4	5
3.0	Liz Christian	76	84	160	8	8
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	<b>Penalty Points</b>	<b>0</b>	<b>0</b>	<b>0</b>		
<b>AVERAGE S/L</b>		5.4	410	440	42	43

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	\$2,000
Tournament 2nd place	\$1,000
Division Winner	\$400
Week 18 Winners ( \$70 x 6)	\$420

\* 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 \$70  
(If 25-25 tie, each team will receive \$35). 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 Winter '20 Session)

Players must play at least **6** 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**

Dave Lavendier  
Powder Zeigler

## **Total Break And Funs**

Dave Burd	6
Clint Etnoyer	3
Ed Kearney	3
Fred Brodbeck	2
Rikki Johnson	2
Stan Kovich	2
Shawn Longo	2
Ron Straw	2

Ron Bishop  
Mike Connor  
Todd Ferry  
Scott Gibson  
Brian Hogentogler  
Matt LaFontaine  
John Lamplugh  
Dave Lavendier  
Clarence Marsh  
Ian Michels  
Chuck Miller  
Russ Redhead  
Jeff Richardson  
Kevin Villarreal  
Shane Waechter  
Steve Weaver  
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 - 6 total matches required to win MVP (This division, this session)

Best "Points For" - "Points Against" differential will determine the winner. In the event of a tie, tiebreakers are...

- 1) **LEAST** Matches played.
- 2) Average SHOT point differential per match
- 3) Average Skill Level of Opponent (Strength of Schedule)

### Explanation of "**Average SHOT point differential per match**"

If a "7" plays a "4", the "7" needs 60 shot points to the "4"s 30 shot points. If the "7" gets 60 points to the "4"s 22 points, the shot point differential for the "7" for that match would be +8 since the "4" fell 8 points short of the 30 needed to win the match. If the "4" would get 30 shot points to the "7"s 55 shot points, the shot point differential for the "7" for that match would be -5 since they fell 5 points short of getting the 60 shot points needed to win the match.