

DUES ARE \$8



Spring - Summer '21 9 Ball

Week 2

Week 2 Opponent

Home team is in **CAPS**

	FOR	-	AGAINST	PCT	Last Week	W	L	Home Location	Week 2 Opponent
Homeless Misfits	29	-	21	.580	29-21	3	2	To Be Determined	ROWDY FRIENDS
Rowdy Friends	29	-	21	.580	29-21	3	2	Mid Paxton Home Assoc	homeless misfits
Busboys	29	-	21	.580	29-21	4	1	Angies	racketeers
Slayers	27	-	23	.540	27-23	3	2	Angies	BYE
Angies A Team	23	-	27	.460	23-27	2	3	Angies	nine on the line
Nine On The Line	21	-	29	.420	21-29	2	3	Bressler Club	ANGIES A TEAM
Silent Assassins	21	-	29	.420	21-29	2	3	Gilligans (Eisenhower)	diamond masters
Diamond Masters	21	-	29	.420	21-29	1	4	Angies	SILENT ASSASSINS
Racketeers	0	-	0	###	BYE	0	0	The Coliseum	BUSBOYS

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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	6	4	6.00	1	0
7.0	Kyle Gamble	0	0	#####	0	0
5.5	Kelly Norris	4	6	4.00	0	1
5.0	Tim Witmyer	6	4	6.00	1	0
5.0	Adam Hughes, CPT	0	0	#####	0	0
4.0	Craig Meck	6	4	6.00	1	0
4.0	Ed Croco	7	3	7.00	1	0
2.5	Jackie Arnold	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0		0	0
AVERAGE S/L	5.0	29	21		4	1

S/L	Silent Assassins	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Shawn Hoerner	6	4	6.00	1	0
6.0	James Shafer	0	0	#####	0	0
5.0	Del Madden, CPT	6	4	6.00	1	0
5.0	Sean Grissinger	2	8	2.00	0	1
4.5	Mike Bretz	0	0	#####	0	0
4.5	Paul Ramsey	3	7	3.00	0	1
4.0	Jeff Washington	0	0	#####	0	0
3.5	Liz Christian, CO-CPT	4	6	4.00	0	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0		0	0
AVERAGE S/L	4.9	21	29		2	3

S/L	Slayers	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.0	Shane Wingler	6	4	6.00	1	0
5.5	Brian Hogentogler	3	7	3.00	0	1
5.0	Alan Fleegal	0	0	#####	0	0
4.0	Brian Minnich, CPT	0	0	#####	0	0
4.0	Jeremy Clugston	3	7	3.00	0	1
4.0	Carlos Olmeda	6	4	6.00	1	0
4.0	Mike Minahan	0	0	#####	0	0
3.5	Scott Minnich	0	0	#####	0	0
3.0	Marcia Yost	9	1	9.00	1	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0		0	0
AVERAGE S/L	4.3	27	23		3	2

S/L	Nine On The Line	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Chris Taylor, Co-CPT	2	8	2.00	0	1
6.0	Chet Denmark	0	0	#####	0	0
5.5	Ron Brady	3	7	3.00	0	1
5.0	Chuck Miller	6	4	6.00	1	0
4.0	Travis Shade	0	0	#####	0	0
4.0	Tony Brubacher	0	0	#####	0	0
3.5	Abbie Lee	7	3	7.00	1	0
3.5	Nick Ellis	3	7	3.00	0	1
2.0	Jacqui Hiemstra, CPT	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0		0	0
AVERAGE S/L	4.5	21	29		2	3

S/L	Homeless Misfits	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.5	Dave Burd	0	0	#####	0	0
6.5	Kevin Shutt	0	0	#####	0	0
6.0	Tim Meise, CPT	4	6	4.00	0	1
5.5	Kevin Villarreal	8	2	8.00	1	0
5.5	Terry Ballent	7	3	7.00	1	0
4.5	Becky Ballent	3	7	3.00	0	1
4.5	Josh Hughes	7	3	7.00	1	0
2.5	Tim Meise Jr	0	0	#####	0	0
2.5	Rick Lawson	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		5.0	29	21	3	2

S/L	Racketeers	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.5	Ed Kearney	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
4.5	John Hollen	0	0	#####	0	0
3.5	Dean Martin	0	0	#####	0	0
3.0	Bob Sturman	0	0	#####	0	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		5.0	0	0	0	0

S/L	Rowdy Friends	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.5	Chris Hess	0	0	#####	0	0
6.5	John Lamplugh	4	6	4.00	0	1
6.0	Scott Gibson, CPT	4	6	4.00	0	1
5.0	Earnie Beck	0	0	#####	0	0
4.5	Tobe Toberman	7	3	7.00	1	0
4.5	Bill Scharff	8	2	8.00	1	0
4.5	Matt Smith	0	0	#####	0	0
3.5	John Linn	6	4	6.00	1	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		4.9	29	21	3	2

S/L	Diamond Masters	POINTS		AVG PPM	MATCH	
		F	A		W	L
7.0	Duck Nornhold	4	6	4.00	0	1
6.5	Ron Straw	0	0	#####	0	0
5.0	Joe Lahr	0	0	#####	0	0
4.5	Robert Rossi	3	7	3.00	0	1
4.5	Clarence Marsh, CPT	6	4	6.00	1	0
4.0	Todd Quigley	4	6	4.00	0	1
3.0	Stephanie Ozimac	4	6	4.00	0	1
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.9	21	29	1	4

S/L	Angies A Team	POINTS		AVG PPM	MATCH	
		F	A		W	L
6.0	Pete Mavropolous	7	3	7.00	1	0
5.5	George Houtz	4	6	4.00	0	1
4.0	Brad Saksek	0	0	#####	0	0
4.0	Ron John	0	0	#####	0	0
4.0	Rich Worley	0	0	#####	0	0
4.0	Larry Keefe, CPT	4	6	4.00	0	1
3.5	Mike Lloyd	1	9	1.00	0	1
3.5	Rich Landis	7	3	7.00	1	0
	Open Stats	0	0		0	0
	Forfeits	0	0		0	0
	Penalty Points	0	0			
AVERAGE S/L		4.3	23	27	2	3

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.

"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.

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 \$ **150**

*****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**

The teams that play in the championship match do not have to pay \$40 for that match (since it is also included as the first week of the Fall '21 Session)

Players must play at least **8** 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 \$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

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 $71 / 12 = 5.92$.