PACS
PA CUE SPORTS

Week 7 9/19/19

Summer '19 9 Ball Thursday

	FOR	-	AGAINST	PCT	Last Week	W	L	Home Location	Week 7 Opponent (Home team is in CAPS)
Angies A Team	166	-	134	.553	30-20	18	12	Angies	CHICKS STROKES
Busboys	162	-	138	.540	32-18	16	14	Stadium Club	THESE CLOWNS
These Clowns	161	-	139	.537	31-19	17	13	Angies	busboys
Racketeers	156	-	144	.520	30-20	17	13	The Coliseum	spray and pray
Silent Assassins	156	-	144	.520	23-27	17	13	River City Blues	rowdy friends
Rutherford VFW	156	-	144	.520	27-23	15	15	Rutherford VFW	diamond masters
Spray And Pray	154	-	146	.513	25-25	16	14	Angies	RACKETEERS
Rowdy Friends	147	-	153	.490	25-25	16	14	Mid Paxton Home Assoc	SILENT ASSASSINS
Diamond Masters	143	-	157	.477	18-32	14	16	River City Blues	RUTHERFORD VFW
Slayers	142	-	158	.473	20-30	15	15	Mugs	ANGIES MISFITS
Angies Misfits	128	-	172	.427	20-30	10	20	Angies	slayers
Chicks Strokes	126	-	174	.420	19-31	9	21	Chick's Tavern	angies a team
	1800		1800			180	180		

TEAM ROSTERS (Below) LISTED IN RED ARE MORE THAN $70 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.

		POINTS		TOTAL	MATCH	
S/L	Busboys	F	A	#	W	L
7.0	Rikki Johnson	23	17	40	3	1
7.0	Kyle Gamble	24	6	30	3	0
5.5	Shane Waechter	17	13	30	2	1
5.5	Kelly Norris	24	16	40	3	1
4.5	Craig Meck	14	16	30	1	2
4.5	Adam Hughes, CPT	27	23	50	2	3
4.0	Nate Handley	16	24	40	1	3
4.0	Ryan Iskric	3	7	10	0	1
3.0	Scott Szekeres	14	16	30	1	2
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
AVERAGE S/L 5.0		162	138		16	14

		POINTS		TOTAL	MATCH	
S/L	Spray And Pray	F	A	#	W	L
7.0	Ed Kearney	19	21	40	2	2
5.0	Todd Ferry	16	24	40	1	3
4.5	Matt LaFontaine	33	17	50	5	0
4.5	Ed Croco, CPT	24	26	50	2	3
4.0	Carlos Olmeda	10	10	20	1	1
4.0	Ken Yohe	6	14	20	0	2
2.5	Marcia Yost	21	19	40	2	2
2.5	Michelle Gamble, CO-CPT	9	1	10	1	0
2.5	Jackie Arnold	16	14	30	2	1
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
AVERAGE S/L 4.1		154	146		16	14

		POINTS		TOTAL	MATCH	
S/L	**Chicks Strokes**	F	A	#	W	L
7.0	Clint Etnoyer	3	7	10	0	1
6.0	Krupal Desai	0	0	0	0	0
5.5	Stan Kovich, **CPT**	24	36	60	2	4
5.5	Fred Brodbeck	23	27	50	2	3
5.0	Dave Lavendier	9	21	30	0	3
4.5	Frank Moore	5	25	30	0	3
4.0	Belinda George	14	16	30	1	2
3.5	Bob Goss	32	18	50	3	2
3.0	Ed Kelly	16	24	40	1	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
AVERAGE S/L 4.9		126	174		9	21

		POINTS		TOTAL	MATCH	
S/L	Rutherford VFW	F	A	#	W	L
6.0	Chet Denmark	14	26	40	1	3
5.5	Chuck Miller	17	23	40	1	3
5.0	Chris Taylor	41	19	60	5	1
4.5	Ron Brady	4	6	10	0	1
4.0	Abbie Lee	14	16	30	1	2
4.0	Kyle Randall	13	7	20	1	1
3.5	Travis Shade, CPT	8	12	20	1	1
3.0	Bryan Lindenmuth	29	21	50	3	2
2.5	Nick Ellis	16	14	30	2	1
	Open Stats	0	0	0	0	0
	Forfeits	0	0		0	0
AVERAGE S/L 4.2		156	144		15	15

S/L	These Clowns	POINTS F	A	TOTAL #	MATCH W	L
7.0	Bruce Lenker	20	20	40	2	2
5.5	Jim Roberts	32	18	50	3	2
5.0	Andrew Betts, **CPT**	17	23	40	1	3
5.0	Kevin Bryner	14	6	20	2	0
5.0	Joe Lahr	31	19	50	4	1
4.0	Jim Morrissey	11	9	20	1	1
3.0	Francine Rothrock	14	26	40	1	3
3.0	Kerrin Lutz	22	18	40	3	1
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
AVERAGE S/L	4.7	161	139		17	13

S/L	Racketeers	POINTS F	A	TOTAL #	MATCH W	L
7.0	Ian Michels	29	21	50	4	1
5.5	Mike Connor	28	32	60	3	3
5.0	Max Carlson	15	15	30	1	2
4.0	John Hollen	21	19	40	2	2
4.0	Rick Johnson, CPT	21	9	30	3	0
4.0	Dean Martin	12	18	30	1	2
3.0	Bob Sturman	6	14	20	0	2
3.0	Joanna Michels	10	10	20	1	1
2.5	Dee Deepali	14	6	20	2	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
AVERAGE S/L	4.2	156	144		17	13

S/L	Rowdy Friends	POINTS F	A	TOTAL #	MATCH W	L
7.0	John Lamplugh	17	13	30	2	1
5.5	Earnie Beck	16	24	40	2	2
5.5	Scott Gibson	30	30	60	3	3
5.0	Tobe Toberman	17	23	40	1	3
4.5	Bill Scharff	10	10	20	1	1
4.0	Matt Smith	14	16	30	2	1
3.5	Matt Hartman	13	7	20	2	0
3.5	Jen Peck	10	10	20	1	1
3.0	Roger Speidel	13	17	30	1	2
	Open Stats	0	0	0	0	0
	Forfeits	7	3	10	1	0
AVERAGE S/L	4.6	147	153		16	14

2 Recycles Remaining

S/L	Diamond Masters	POINTS F	A	TOTAL #	MATCH W	L
7.0	Powder Zeigler	26	24	50	2	3
6.0	Ron Straw	14	16	30	1	2
5.5	Keith Steinle	8	12	20	0	2
4.5	Forrest Aeppli Jr.	11	19	30	1	2
4.5	Clarence Marsh, **CPT**	18	12	30	2	1
3.5	Todd Quigley	11	19	30	1	2
3.0	Stephanie Ozimac	27	13	40	4	0
3.0	Ellie Heinly	18	12	30	2	1
2.0	Jacqui Heimstra	10	20	30	1	2
	Open Stats	0	0	0	0	0
	Forfeits	0	10	10	0	1
AVERAGE S/L	4.3	143	157		14	16

2 Recycles Remaining

S/L	Angies A Team	POINTS F	A	TOTAL #	MATCH W	L
7.0	Jeff Richardson	18	22	40	1	3
6.0	George Houtz	23	17	40	3	1
6.0	Steve Weaver	15	5	20	2	0
5.5	Ron Sullivan	35	25	60	4	2
5.0	Brad Saksek	28	22	50	3	2
3.5	Ron John	18	12	30	2	1
3.5	Rich Worley	4	6	10	0	1
3.5	Larry Keefe, **CPT**	25	25	50	3	2
		0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
AVERAGE S/L	5.0	166	134		18	12

S/L	Angies Misfits	POINTS F	A	TOTAL #	MATCH W	L
7.5	Dave Burd	28	22	50	3	2
6.0	Tim Meise, CPT	16	14	30	2	1
5.5	Terry Ballent	9	21	30	0	3
5.0	Kevin Villarreal	19	21	40	2	2
5.0	Craig Seilhammer	4	6	10	0	1
4.5	Tim Kenyon	13	17	30	1	2
4.0	Becky Ballent	15	25	40	1	3
2.5	Tim Meise Jr	10	20	30	0	3
2.0	Rick Lawson	14	26	40	1	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
AVERAGE S/L	4.7	128	172		10	20

S/L	Slayers	POINTS F	POINTS A	TOTAL #	MATCH W	MATCH L
6.0	Brian Hogentogler	11	29	40	0	4
6.0	Ron Bishop	8	12	20	0	2
5.0	Jim Hansel	7	13	20	1	1
5.0	Shawn Longo, CPT	26	24	50	3	2
4.0	Matt Sullivan	3	7	10	0	1
4.0	Scott Minnich	22	18	40	2	2
3.5	Don Norman	34	26	60	5	1
3.5	Brian Minnich	31	29	60	4	2
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
AVERAGE S/L 4.6		142	158		15	15

S/L	Silent Assassins	POINTS F	POINTS A	TOTAL #	MATCH W	MATCH L
7.5	Russ Redhead	6	4	10	1	0
6.5	Shawn Hoerner	20	20	40	2	2
6.5	James Shafer	19	11	30	3	0
6.0	Gerard Madden	15	15	30	1	2
5.5	Del Madden	25	15	40	3	1
5.0	El Voughs	16	24	40	1	3
4.5	Paul Ramsey	15	15	30	1	2
4.5	Sean Grissinger	15	15	30	2	1
2.5	Liz Christian	25	25	50	3	2
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
AVERAGE S/L 5.4		156	144		17	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 **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

Total Break And Funs

Dave Burd	2
Ron Bishop	
Fred Brodbeck	
Rikki Johnson	
Stan Kovich	
Matt LaFontaine	
Chuck Miller	
Russ Redhead	

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.