



9 Ball  
Summer Fall '23 (Filler)

Final Standings

	Win %	Points		Last Week	Match		AVG HC	Home Location	Playoff Matchups on 12/7/23
		F	A		W	L			
Misfits	0.521	443	407	25-25	47	38	5.1	The Hose	BYE
It Don't Matter	0.520	416	384	25-25	42	38	5.2	Marysville Moose	rack em up
Diamond Masters	0.519	441	409	29-21	48	37	5.1	The Pour House	9 ya business
Chicks	0.516	413	387	29-21	40	40	4.9	Chicks Tavern	the rack raptors
The Rack Raptors	0.511	434	416	21-29	46	39	4.2	The Hose	CHICKS
9 Ya Business	0.511	434	416	27-23	44	41	5.1	HoHos Billiards	DIAMOND MASTERS
Rack Em Up	0.509	433	417	21-29	45	40	4.9	Angies Diner	IT DON'T MATTER
Ball Busterz	0.499	424	426	23-27	43	42	4.6	HoHos Billiards	
Rick's Rejects	0.499	424	426	25-25	40	45	4.6	Dauphin Home Assoc	NEXT SESSION STARTS
Silent Assassins	0.491	393	407	25-25	40	40	4.9	Gilligans on Eisenhowe	ON 12/14/23 !!!
Homeless Misfits	0.475	404	446	23-27	38	47	4.7	The Verhovay	
Angies	0.474	379	421	27-23	35	45	4.2	Angies Diner	
Zero Fux Given	0.449	359	441	BYE	32	48	4.4	Bressler Club	
		5400	5400		540	540	4.8		

The Rack Raptors defeated 9 Ya Business 29-21 in their only head to head match during the session  
The winner of the division will receive a bye in the first round of the playoffs

Team rosters in red (below) have Captains who are more than \$80 in arrears. Please call league office to check if these teams are be permitted to play or if they must forfeit until further notice.

PLEASE READ THE BOTTOM OF THIS DOCUMENT. THERE IS VALUABLE INFORMATION THAT WILL PUT YOU AT A DISADVANTAGE IF YOU AREN'T FAMILIAR WITH THESE RULES. KNOWLEDGE IS POWER

3 Recycles Remaining		Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
HC	Angies												
6.0	Pete Mavropoulos	45	35	5.63	5	3	0.613	59	71	4.54	0	0	####
5.0	Kevin Joy	42	48	4.67	4	5	0.437	65	65	5.00	0	0	####
4.5	Miguel Rodriguez	28	32	4.67	3	3	0.447	0	0	####	0	0	####
4.0	Ricky Wright	29	51	3.63	1	7	0.253	8	12	4.00	0	0	####
4.0	Alfredo Cortes, CPT	63	57	5.25	7	5	0.555	69	91	4.31	0	0	####
4.0	Larry Keefe	41	59	4.10	3	7	0.320	95	75	5.59	0	0	####
4.0	Alex Knapp	40	50	4.44	3	6	0.394	0	0	####	0	0	####
3.0	Steve Shipp	52	48	5.20	6	4	0.540	56	64	4.67	0	0	####
3.0	Kevin Beathea	35	35	5.00	3	4	0.500	34	26	5.67	0	0	####
	Open Stats	4	6		0	1							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.2	379	421	35	45							

<b>1 Recycle Remaining</b>								Last Session			Recent Postseason		
HC	Ball Busterz	Points		Average PPM	Match		MVP Score	Points			PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Jake Rodriguez	49	51	4.90	4	6	0.480	0	0	####	0	0	####
6.0	Chet Denmark	48	42	5.33	6	3	0.563	34	66	3.40	0	0	####
5.5	Mace Lockard	75	65	5.36	8	6	0.586	49	81	3.77	0	0	####
5.0	Kevin Altland	45	45	5.00	5	4	0.500	47	33	5.88	0	0	####
4.5	Joe Smith	0	0	#DIV/0!	0	0	#DIV/0!	44	56	4.40	0	0	####
4.0	Will Etnoyer	30	30	5.00	4	2	0.500	0	0	####	0	0	####
3.5	Abbie Lee, CPT	84	96	4.67	8	10	0.407	67	113	3.72	0	0	####
3.5	Don Norman	0	0	#DIV/0!	0	0	#DIV/0!	11	19	3.67	0	0	####
3.0	Travis Shade, Co-CPT	87	83	5.12	8	9	0.532	81	109	4.26	0	0	####
	Open Stats	6	14		0	2							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	424	426	43	42							

HC	Chicks	Points		Average PPM	Match		MVP Score	Last Session			Recent Postseason		
		F	A		W	L		F	A	AVG	F	A	AVG
7.0	Bruce Lenker	65	55	5.42	6	6	0.592	80	80	5.00	8	12	4.00
6.0	Frank Moore, CPT	31	19	6.20	3	2	0.680	61	39	6.10	0	0	####
5.5	Kevin Marroquin	44	46	4.89	5	4	0.479	69	51	5.75	21	9	7.00
5.5	Fred Brodbeck	56	54	5.09	5	6	0.519	73	77	4.87	14	16	4.67
5.0	Andrew Betts	34	36	4.86	3	4	0.476	0	0	####	0	0	####
4.5	Sam Hartley	45	45	5.00	5	4	0.500	85	65	5.67	15	5	7.50
4.5	Sean Gallagher	66	44	6.00	7	4	0.710	47	53	4.70	14	6	7.00
4.0	Brad Saksek	49	41	5.44	5	4	0.584	60	60	5.00	9	11	4.50
2.0	Ashley Dellesega	23	47	3.29	1	6	0.209	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	413	387	40	40							

<b>2 Recycles Remaining</b>								Last Session			Recent Postseason		
HC	Diamond Masters	Points		Average PPM	Match		MVP Score	Points			PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Duck Nornhold	39	31	5.57	4	3	0.597	44	26	6.29	0	0	####
7.0	Ron Straw	44	36	5.50	5	3	0.590	33	37	4.71	0	0	####
6.5	Josh Reynolds	32	38	4.57	4	3	0.427	65	35	6.50	0	0	####
6.0	Larry Fagan	46	44	5.11	5	4	0.521	26	44	3.71	0	0	####
5.0	Andy Ritter	38	52	4.22	3	6	0.352	39	51	4.33	0	0	####
4.5	Clarence Marsh, CPT	91	79	5.35	11	6	0.595	66	84	4.40	0	0	####
3.5	Robert Hurt	44	36	5.50	5	3	0.590	34	36	4.86	0	0	####
3.5	Stephanie Ozimac	60	40	6.00	7	3	0.700	71	69	5.07	0	0	####
2.5	Kerrin Lutz	47	53	4.70	4	6	0.440	59	81	4.21	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	441	409	48	37							

HC	Homeless Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
6.0	Kevin Villarreal, Co-CPT	65	75	4.64	6	8	0.414	76	64	5.43	3	7	3.00
6.0	Mark Schwentker	62	58	5.17	7	5	0.537	55	65	4.58	3	7	3.00
5.5	Tim Meise, CPT	38	42	4.75	3	5	0.455	49	41	5.44	0	0	####
5.0	Josh Hughes	53	57	4.82	5	6	0.462	75	45	6.25	7	3	7.00
4.5	Joe Lahr	47	53	4.70	4	6	0.440	68	42	6.18	3	7	3.00
3.5	Mike Miller	41	49	4.56	3	6	0.416	0	0	####	0	0	####
3.5	Rick Lawson	43	57	4.30	4	6	0.360	64	56	5.33	0	0	####
3.5	Tim Meise Jr	41	39	5.13	5	3	0.523	53	27	6.63	2	8	2.00
	Open Stats	14	16		1	2							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.7	404	446	38	47							

HC	It Don't Matter	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Steve Wood	40	30	5.71	4	3	0.621	40	30	5.71	0	0	####
7.0	John Lamplugh	37	33	5.29	4	3	0.549	50	40	5.56	7	3	7.00
6.5	Scott Gibson, CPT	53	37	5.89	7	2	0.669	62	58	5.17	8	2	8.00
5.0	Tobe Toberman	39	51	4.33	3	6	0.373	53	57	4.82	2	8	2.00
5.0	Brad Miller	66	44	6.00	7	4	0.710	53	67	4.42	0	0	####
5.0	Bill Scharff	56	44	5.60	5	5	0.620	54	56	4.91	0	0	####
4.0	Eric Snyder	40	30	5.71	4	3	0.621	47	33	5.88	3	7	3.00
3.5	John Linn	44	66	4.00	4	7	0.290	45	35	5.63	4	6	4.00
3.5	Doug Wagner	34	46	4.25	3	5	0.365	60	50	5.45	0	0	####
	Open Stats												
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		5.2	416	384	42	38							

3 Recycles Remaining		Points	Average PPM	Match	MVP Score	Last Session Points			Recent Postseason PPM				
HC	Misfits					F	A	AVG	F	A	AVG		
7.5	Ed Kearney	74	56	5.69	9	4	0.659	87	43	6.69	16	14	5.33
6.5	Stan Kovich	52	38	5.78	6	3	0.648	51	39	5.67	7	3	7.00
5.5	Ed Hummel	55	55	5.00	6	5	0.500	38	32	5.43	3	7	3.00
5.0	Anthony Cressler, CPT	88	82	5.18	8	9	0.548	89	91	4.94	19	11	6.33
4.0	Scott Wallace	50	50	5.00	5	5	0.500	52	68	4.33	10	10	5.00
4.0	Aaron Neely	45	55	4.50	5	5	0.400	56	44	5.60	0	0	####
3.0	Crystal Johnson	72	68	5.14	7	7	0.534	53	57	4.82	18	12	6.00
	Open Stats	7	3		1	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		5.1	443	407	47	38							

<b>2 Recycles Remaining</b>								Last Session Points			Recent Postseason PPM		
HC	<b>9 Ya Business</b>	Points		Average	Match		MVP						
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.5	Jenn Kelly	50	50	5.00	6	4	0.500	58	42	5.80	6	4	6.00
6.0	Rick Boyer	52	68	4.33	4	8	0.353	69	71	4.93	0	0	####
5.5	Forrest Aeppli, CPT	36	44	4.50	3	5	0.410	57	43	5.70	10	10	5.00
5.5	Justin Becker	0	0	#DIV/0!	0	0	#DIV/0!	39	31	5.57	0	0	####
5.0	Jim Roberts	61	49	5.55	7	4	0.615	86	84	5.06	4	16	2.00
5.0	John Hoffman	74	56	5.69	8	5	0.659	0	0	####	0	0	####
4.5	Carlos Olmeda	49	61	4.45	4	7	0.385	44	26	6.29	10	10	5.00
4.5	Dan Benson	60	40	6.00	7	3	0.700	65	85	4.33	8	2	8.00
3.5	Ellie Heinly, Co-Cpt	52	48	5.20	5	5	0.540	99	81	5.50	8	2	8.00
	Open Stats												
	Forfeits												
	Penalty Points												
<b>AVERAGE HC</b>		<b>5.1</b>	434	416		44	41						

<b>2 Recycles Remaining</b>								Last Session Points			Recent Postseason PPM		
HC	<b>Rack Em Up</b>	Points		Average	Match		MVP						
		F	L	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.0	John Hedgepath	51	49	5.10	6	4	0.520	0	0	####	0	0	####
6.5	Rikki Johnson	62	58	5.17	5	7	0.537	85	65	5.67	0	0	####
6.0	* Brian Hogentogler	67	43	6.09	7	4	0.729	45	75	3.75	0	0	####
5.5	Kelly Norris	31	49	3.88	2	6	0.298	53	47	5.30	0	0	####
5.0	Brian Minnich	64	56	5.33	8	4	0.573	81	79	5.06	0	0	####
4.0	Ed Croco, CPT	45	45	5.00	5	4	0.500	54	56	4.91	0	0	####
4.0	Mike Minahan	39	31	5.57	5	2	0.597	45	35	5.63	0	0	####
3.0	Jackie Croco	38	52	4.22	4	5	0.352	66	44	6.00	0	0	####
3.0	Tammy Norris	36	34	5.14	3	4	0.524	43	47	4.78	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
<b>AVERAGE HC</b>		<b>4.9</b>	433	417		45	40						

\* Brian played 10 of his 11 matches in the 4.0-5.5 Category

<b>2 Recycles Remaining</b>								Last Session Points			Recent Postseason PPM		
HC	<b>The Rack Raptors</b>	Points		Average	Match		MVP						
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.0	Devan Retherford	88	72	5.50	11	5	0.630	81	69	5.40	0	0	####
5.5	Austin Cronauer	40	30	5.71	4	3	0.621	46	44	5.11	0	0	####
4.5	Mike Canoy	79	51	6.08	9	4	0.748	52	58	4.73	0	0	####
4.0	Jen Mallon, CPT	33	47	4.13	3	5	0.343	79	71	5.27	0	0	####
3.5	Betsy Goodman	36	54	4.00	2	7	0.310	60	80	4.29	0	0	####
3.5	Piper Hunt	41	39	5.13	4	4	0.523	0	0	####	0	0	####
3.5	Pete Papadopoulos	34	36	4.86	3	4	0.476	63	57	5.25	0	0	####
3.5	Scott Hunt	53	57	4.82	6	5	0.462	0	0	####	0	0	####
3.0	Bob Cohan	30	30	5.00	4	2	0.500	28	42	4.00	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
<b>AVERAGE HC</b>		<b>4.2</b>	434	416		46	39						

HC	Rick's Rejects	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		7.0	Steve Weaver	54	56	4.91	4	7	0.481	35	35	5.00	0
6.0	Justin Baird	59	51	5.36	6	5	0.576	67	43	6.09	0	0	####
5.0	Winston Beshore	75	75	5.00	8	7	0.500	65	65	5.00	0	0	####
5.0	Eric Van Selow	87	73	5.44	9	7	0.614	45	35	5.63	0	0	####
4.0	Bruce Wright	7	3	7.00	1	0	0.720	25	55	3.13	0	0	####
3.5	Bo Bovidge	52	58	4.73	4	7	0.443	63	47	5.73	0	0	####
3.0	Tracy Klinger, CPT	31	49	3.88	2	6	0.298	52	68	4.33	0	0	####
3.0	Jess Cassner	59	61	4.92	6	6	0.482	21	39	3.50	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.6	424	426	40	45							

HC	2 Recycles Remaining Silent Assassins	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		6.5	Kevin Bryner	36	34	5.14	4	3	0.524	40	30	5.71	0
6.0	James Shafer	55	65	4.58	4	8	0.408	63	57	5.25	0	0	####
5.5	Sean Grissinger	51	39	5.67	6	3	0.627	51	49	5.10	6	4	6.00
5.5	El Voughs	52	38	5.78	7	2	0.648	0	0	####	0	0	####
5.0	Mike Bretz	30	50	3.75	2	6	0.275	48	32	6.00	3	7	3.00
5.0	Paul Ramsey	39	41	4.88	4	4	0.478	59	51	5.36	0	0	####
4.5	Del Madden, CPT	39	41	4.88	4	4	0.478	41	59	4.10	0	0	####
3.5	Liz Christian, CO-CPT	63	57	5.25	7	5	0.555	45	55	4.50	0	0	####
2.5	Emily Dauberman	28	42	4.00	2	5	0.330	54	56	4.91	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.9	393	407	40	40							

HC	2 Recycles Remaining Zero Fux Given	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
		6.0	Terry Ballent	60	60	5.00	7	5	0.500	63	57	5.25	0
6.0	Chuck Miller	41	29	5.86	5	2	0.646	43	37	5.38	8	2	8.00
5.0	Tone Brubacher	48	72	4.00	3	9	0.280	90	50	6.43	4	6	4.00
4.0	Nick Ellis	54	86	3.86	4	10	0.226	75	65	5.36	0	0	####
4.0	James Dagenhart	43	67	3.91	2	9	0.271	43	57	4.30	0	0	####
3.5	Monica Reinnagel	34	46	4.25	3	5	0.365	53	47	5.30	0	0	####
3.5	Jacqui Hiemstra, CPT	38	32	5.43	4	3	0.573	33	47	4.13	2	8	2.00
3.0	Duane Rider	38	32	5.43	4	3	0.573	56	54	5.09	0	0	####
	Open Stats	3	7		0	1							
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.4	359	441	32	48							

The break requirements in 9 Ball are that 4 object balls must contact a cushion or at least (1) object ball must be pocketed. The 1Ball is positioned at the top of the rack and must Be contacted first on the break. If any of these conditions aren't met, the opposing playere receives ball in hand. **THE BALLS ARE NOT RE-RACKED.**

If Team A names a "Blind" (not literal) player, Team B may name their player and switch it as many times as they wish as long as it is done within the required 5 minutes that they have to start the match.

The "breaking" player may either rack for themselves or may choose to have their opponent rack. The person **RACKING** may use whichever rack they wish (template, wood, metal, or plastic).

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)

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.

**\*\*\*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, **AND MUST PAY \$16....\$8 FOR BOTH TEAMS**

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.

Only (1) "7.5" can play for a given team in a given night

A player who meets the minimum number of matches to qualify for postseason must be on the roster they qualified for at session end to play in postseason.

If a player releases (throws or slams) his stick in frustration onto the table that the match is being played, it is a loss of game for unsportsmanlike behavior (even if no balls are contacted). Players must respect the venues that are kind enough to allow us to use their tables.

**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 2.5-4.5 receive 2 timeouts per game.

A 2.0 receives 3 timeouts per game. ( but no longer may receive sideline coaching)

**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. Player adds must be approved by the league office and may be denied for any reason and at any time. The league office may also bring "new" players in at whatever handicap it deems fair.

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM **in the event that one 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.**

**Please be considerate of the players who are shooting the match.** If a player fouls, it is the responsibility of his/her opponent to call the foul. The teammates who aren't shooting the match are not permitted to tell their player that the opponent fouled. A timeout can be used to alert a teammate that they believe that the opponent fouled. Players are expected to be " good sports" when committing a foul but are no under obligation to tell the opponent if they were not paying attention. **If a player commits an obvious foul, but the offending player doesn't realize he/she fouled, the teammates of the OFFENDING player should alert THEIR OWN PLAYER that he/she fouled. (Sportsmanship)**

If the 2 players disagree that a foul occurred (even after a timeout), the ruling is that no foul occurred.

**Helpful Tip:** *Smartphones with slow motion video capabilities will take the "guesswork" out.*

Players must play a minimum of **7** matches in this division to qualify for postseason . Play-In Matches ARE considered postseason. Players switching to another team during the session must be approved by the league office. League office reserves the right to bring players who are switching teams in at whatever skill level it deems fair. Example.. Bernie is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, he decides he wants to play for the team that is in first place. The league office can bring Bernie back on to the first place team at whatever skill level it deems necessary in maintaining integrity within the league.

If a team is a beneficiary of a forfeit win, their named rostered player will get credit for a "match played" in regards to postseason eligibility, but the match will not count in regards to MVP 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 create a new schedule for the remainder of the session.

Any team that forfeits an individual match will receive 0 points for that match and must still pay the \$16 for that match. The \$16 includes the \$8 for the opposing team that is benefitting from the forfeit. The team that is the beneficiary of a forfeit will receive **0.7** wins and **0.3** losses and will not have to pay for a forfeit win. This was put to a vote and the outcome was no change to the existing rule. --10/31/16 The rationale for this is that it is grossly unfair for teams to play an entire 18 week session and not make the postseason because a "bubble team" received numerous forfeit wins by pure random chance and no skill whatsoever. A full win (1 point) should only be awarded if the match was earned by playing and winning on the pool table. Remember, teams are ranked according to win percentage. If a team is the beneficiary of a forfeit, their named player still gets credit for a "match played" in regards to postseason eligibility. They will not get credit for a "match played" in regards to MVP eligibility and they will not receive credit for a win or a loss for their individual statistics.

### ***Break And Funs This Week***

Mace Lockard

### ***Break And Funs This Session***

Rikki Johnson	3
Ed Kearney	3
Steve Wood	3
Scott Gibson	2
John Hedgepath	2
Duck Nornhold	2
Josh Reynolds	2
Kevin Villarreal	2
Forrest Aepli	
Terry Ballent	
Rick Boyer	
Mike Bretz	
Tone Brubacher	
Anthony Cressler	
Brian Hogentogler	
Robert Hurt	
Stan Kovich	
Joe Lahr	
Bruce Lenker	
Mace Lockard	
Pete Mavropoulos	
Brad Miller	
Ron Straw	



El Voughs  
Steve Weaver

MVPs of their skill level category will receive a plaque. The 3 categories are (2.0-3.5), (4.0-5.5), (6.0-7.5)

### MVP Rules - 8 total matches required to win MVP (This division,this session)

Each player will have an "MVP Score" on the standings. It is calculated as follows.....

$( \text{Average PPM} + ( ( \text{Points For} - \text{Points Against} ) * .05 ) ) / 10$

Example... A Player with a "Points For" of 56 and a "Points Against" of 34 would have an MVP score of

$( ( 56 / (9 \text{ matches played} ) ) + ( ( 56 - 34 ) * .05 ) ) / 10 =$   
 $(6.22) + (22 \times .05) / 10 =$   
 $( 6.22 + 1.1 ) / 10 = .732$

### **MVPs**

**6.0 - 7.5 Category      Scott Gibson**

**4.0 - 5.5 Category      Mike Canoy**

**2.0 - 3.5 Category      Stephanie Ozimac**