



Winter '23 9 Ball (Filler)

Final Standings

	Win %	Points		Last Week	Match		AVG HC	Home Location	Playoff Matchups on 4/18 Home Team is in CAPS
		F	A		W	L			
It Don't Matter	0.533	453	397	18-32	45	40	5.44	Marysville Moose	BYE
Homeless Misfits	0.527	448	402	32-18	45	40	4.61	The Verhovay	angies
9 Ya Business	0.516	439	411	34-16	46	39	4.83	HoHos Billiards	zero fux given
Chicks	0.515	438	412	29-21	46	39	4.94	Chicks Tavern	silent assassins
Silent Assassins	0.513	410	390	34-16	43	37	4.67	Gilligans on Eisenhowe	CHICKS
Zero Fux Given	0.505	404	396	21-29	43	37	4.44	Bressler Club	9 YA BUSINESS
Angies	0.499	424	426	28-22	42	43	4.11	Angies Diner	HOMELESS MISFITS
Rack Em Up	0.498	398	402	16-34	40	40	4.61	Angies Diner	
Make It Weird	0.496	422	428	22-28	42	43	4.22	The Hose	NEXT SESSION BEGINS
Diamond Masters	0.492	418	432	16-34	43	42	5.17	The Pour House	ON 4/25/24!!!
Misfits	0.481	409	441	25-25	39	46	4.88	The Hose	
Rick's Rejects	0.475	404	446	25-25	37	48	4.33	Dauphin Home Assoc	
Ball Busterz	0.440	330	420	BYE	29	46	4.13	HoHos Billiards	
		5400	5400		540	540	4.64		

Division winner will receive a first round bye in 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		
HC	Angies	F	A		W	L		F	A	AVG	F	A	AVG
6.0	Pete Mavropoulos	52	58	4.73	5	6	0.443	45	35	5.63	0	0	####
4.5	Kevin Joy	58	62	4.83	5	7	0.463	42	48	4.67	0	0	####
4.5	Miguel Rodriguez	0	0	#DIV/0!	0	0	#DIV/0!	28	32	4.67	0	0	####
4.5	Alfredo Cortes, CPT	91	79	5.35	10	7	0.595	63	57	5.25	0	0	####
4.0	Larry Keefe	79	71	5.27	8	7	0.567	41	59	4.10	0	0	####
4.0	Alex Knapp	59	51	5.36	6	5	0.576	40	50	4.44	0	0	####
3.5	Johnath Giles	1	9	1.00	0	1	0.060	0	0	####	0	0	####
3.0	Steve Shipp	61	59	5.08	6	6	0.518	52	48	5.20	0	0	####
3.0	Kevin Bethea	23	37	3.83	2	4	0.313	35	35	5.00	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.11	424	426				42	43				

2 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Ball Busterz	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
6.5	Jake Rodriguez	59	51	5.36	6	5	0.576	49	51	4.90	0	0	####
5.0	Mace Lockard	30	50	3.75	2	6	0.275	75	65	5.36	0	0	####
4.5	Kevin Altland	16	24	4.00	1	3	0.360	45	45	5.00	0	0	####
4.0	Will Etnoyer	4	6	4.00	0	1	0.390	30	30	5.00	0	0	####
4.0	Fallon Peters	79	91	4.65	9	8	0.405	0	0	####	0	0	####
3.5	Abbie Lee, CPT	49	61	4.45	4	7	0.385	84	96	4.67	0	0	####
3.5	Travis Shade, Co-CPT	75	65	5.36	7	7	0.586	87	83	5.12	0	0	####
2.0	Troy Hickey	18	72	2.00	0	9	(0.070)	0	0	####	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.13	330	420	29	46							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Chicks	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.0	Bruce Lenker	41	49	4.56	4	5	0.416	65	55	5.42	9	11	4.50
6.0	Frank Moore, CPT	33	37	4.71	4	3	0.451	31	19	6.20	0	0	####
5.5	Kevin Marroquin	38	42	4.75	4	4	0.455	44	46	4.89	1	9	1.00
5.5	Fred Brodbeck	47	43	5.22	5	4	0.542	56	54	5.09	4	6	4.00
5.0	Andrew Betts	64	56	5.33	6	6	0.573	34	36	4.86	0	0	####
5.0	Sean Gallagher	61	49	5.55	6	5	0.615	66	44	6.00	2	8	2.00
4.5	Sam Hartley	55	55	5.00	5	6	0.500	45	45	5.00	11	9	5.50
4.0	Brad Saksek	55	35	6.11	7	2	0.711	49	41	5.44	14	6	7.00
2.0	Ashley Dellesega	37	43	4.63	4	4	0.433	23	47	3.29	0	0	####
	Open Stats	0	0		0	0							
	Forfeits	7	3		1	0							
	Penalty Points												
AVERAGE HC		4.94	438	412	46	39							

2 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Diamond Masters	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A		W	L							
7.5	Duck Nornhold	31	39	4.43	3	4	0.403	39	31	5.57	12	8	6.00
6.5	Ron Straw	45	55	4.50	4	6	0.400	44	36	5.50	0	0	####
6.5	Josh Reynolds	44	36	5.50	5	3	0.590	32	38	4.57	0	0	####
6.5	Larry Fagan	44	26	6.29	4	3	0.719	46	44	5.11	7	13	3.50
5.0	Andy Ritter	58	62	4.83	6	6	0.463	38	52	4.22	0	0	####
4.0	Clarence Marsh, CPT	55	85	3.93	5	9	0.243	91	79	5.35	5	15	2.50
4.0	Robert Hurt	39	41	4.88	5	3	0.478	44	36	5.50	11	9	5.50
3.5	Stephanie Ozimac	50	50	5.00	5	5	0.500	60	40	6.00	11	9	5.50
3.0	Kerrin Lutz	52	38	5.78	6	3	0.648	47	53	4.70	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		5.17	418	432	43	42							

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
6.5	Mike Fisher	47	43	5.22	5	4	0.542	0	0	####	0	0	####
5.5	Kevin Villarreal, Co-CPT	80	80	5.00	7	9	0.500	65	75	4.64	0	0	####
5.5	Tim Meise, CPT	48	42	5.33	6	3	0.563	38	42	4.75	0	0	####
5.5	Josh Hughes	70	50	5.83	8	4	0.683	53	57	4.82	0	0	####
4.5	Joe Lahr	8	12	4.00	1	1	0.380	47	53	4.70	0	0	####
4.0	Mike Miller	90	50	6.43	10	4	0.843	41	49	4.56	0	0	####
3.5	Bruce Brockman	19	31	3.80	0	5	0.320	0	0	####	0	0	####
3.5	Tim Meise Jr	38	42	4.75	3	5	0.455	41	39	5.13	0	0	####
3.0	Rick Lawson	48	52	4.80	5	5	0.460	43	57	4.30	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.61	448	402	45	40							

2 Recycles Remaining		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	John Lamplugh	38	32	5.43	5	2	0.573	37	33	5.29	6	4	6.00		
7.0	Steve Wood	39	31	5.57	4	3	0.597	40	30	5.71	6	14	3.00		
6.5	Scott Gibson, CPT	32	38	4.57	3	4	0.427	53	37	5.89	8	12	4.00		
6.0	Brad Miller	68	42	6.18	7	4	0.748	66	44	6.00	15	5	7.50		
5.0	Bill Scharff	44	46	4.89	4	5	0.479	56	44	5.60	9	1	9.00		
5.0	Tobe Toberman	45	45	5.00	4	5	0.500	39	51	4.33	6	4	6.00		
4.5	Eric Snyder	66	44	6.00	8	3	0.710	40	30	5.71	1	9	1.00		
4.0	Doug Wagner	57	63	4.75	4	8	0.445	34	46	4.25	24	6	8.00		
3.5	John Linn	64	56	5.33	6	6	0.573	44	66	4.00	14	6	7.00		
	Open Stats														
	Forfeits	0	0		0	0									
	Penalty Points														
AVERAGE HC		5.44	453	397	45	40									

Brad is only eligible in the 4.0-5.5 Category for MVP consideration

HC	Misfits	Points		Average PPM	Match		MVP Score	Last Session Points			Recent Postseason PPM		
		F	A		W	L		F	A	AVG	F	A	AVG
7.5	Ed Kearney	73	47	6.08	8	4	0.738	74	56	5.69	15	5	7.50
6.5	Stan Kovich	44	46	4.89	5	4	0.479	52	38	5.78	9	1	9.00
5.5	Ed Hummel	33	37	4.71	3	4	0.451	55	55	5.00	0	0	####
5.0	Anthony Cressler, CPT	68	92	4.25	7	9	0.305	88	82	5.18	9	11	4.50
4.5	Scott Wallace	77	63	5.50	7	7	0.620	50	50	5.00	10	10	5.00
3.5	Kevin Miller	44	56	4.40	3	7	0.380	0	0	####	0	0	####
3.5	Aaron Neely	17	43	2.83	0	6	0.153	45	55	4.50	4	6	4.00
3.0	Crystal Johnson	53	57	4.82	6	5	0.462	72	68	5.14	5	15	2.50
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.88	409	441	39	46							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	9 Ya Business	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
6.5	Jenn Kelly	59	41	5.90	6	4	0.680	50	50	5.00	4	6	4.00
6.5	Rick Boyer	65	55	5.42	7	5	0.592	52	68	4.33	7	3	7.00
6.0	Forrest Aeppli, CPT	42	28	6.00	5	2	0.670	36	44	4.50	0	0	####
5.0	John Hoffman	47	63	4.27	5	6	0.347	74	56	5.69	0	0	####
4.5	Jim Roberts	46	44	5.11	5	4	0.521	61	49	5.55	1	9	1.00
4.5	Carlos Olmeda	48	52	4.80	5	5	0.460	49	61	4.45	0	0	####
4.5	Dan Benson	38	32	5.43	4	3	0.573	60	40	6.00	7	3	7.00
3.5	Ellie Heinly, Co-Cpt	40	40	5.00	3	5	0.500	52	48	5.20	3	7	3.00
2.5	Emily Dauberman	54	46	5.40	6	4	0.580	32	48	4.00	0	0	####
	Open Stats												
	Forfeits	0	10		0	1							
	Penalty Points												
AVERAGE HC		4.83	439	411	46	39							

								Last Session Points			Recent Postseason PPM		
HC	Rack Em Up	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	L	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.5	John Hedgepath	45	35	5.63	5	3	0.613	51	49	5.10	8	2	8.00
6.0	Rikki Johnson	65	45	5.91	8	3	0.691	62	58	5.17	4	6	4.00
5.5	Brian Hogentogler	43	57	4.30	3	7	0.360	67	43	6.09	0	0	####
5.5	Kelly Norris	39	41	4.88	4	4	0.478	31	49	3.88	0	0	####
4.5	Brian Minnich	56	44	5.60	6	4	0.620	64	56	5.33	1	9	1.00
4.0	Ed Croco, CPT	46	64	4.18	4	7	0.328	45	45	5.00	9	1	9.00
3.5	Ron John	35	35	5.00	4	3	0.500	0	0	####	0	0	####
2.5	Jackie Croco	28	52	3.50	2	6	0.230	38	52	4.22	0	0	####
2.5	Tammy Norris	41	29	5.86	4	3	0.646	36	34	5.14	2	8	2.00
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.61	398	402	40	40							

3 Recycles Remaining								Last Session Points			Recent Postseason PPM		
HC	Make It Weird	Points		Average PPM	Match		MVP Score	F	A	AVG	F	A	AVG
		F	A	PPM	W	L	Score	F	A	AVG	F	A	AVG
7.0	Devan Retherford	78	82	4.88	7	9	0.468	88	72	5.50	4	6	4.00
5.5	Austin Cronauer	44	36	5.50	5	3	0.590	40	30	5.71	6	4	6.00
4.5	Mike Canoy	60	70	4.62	6	7	0.412	79	51	6.08	3	7	3.00
4.0	Betsy Goodman	67	53	5.58	7	5	0.628	36	54	4.00	3	7	3.00
3.5	Jen Mallon, CPT	48	72	4.00	3	9	0.280	33	47	4.13	0	0	####
3.5	Blaize Bowman	38	42	4.75	4	4	0.455	0	0	####	0	0	####
3.5	Donnie Mull	14	16	4.67	1	2	0.457	0	0	####	0	0	####
3.5	Bob Cohan	61	29	6.78	8	1	0.838	30	30	5.00	0	0	####
3.0	Piper Hunt	12	28	3.00	1	3	0.220	41	39	5.13	0	0	####
	Open Stats	0	0		0	0							
	Forfeits												
	Penalty Points												
AVERAGE HC		4.22	422	428	42	43							

1 Recycle Remaining

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	41	39	5.13	3	5	0.523	54	56	4.91	0	0	####
5.5	Justin Baird	63	77	4.50	6	8	0.380	59	51	5.36	0	0	####
5.0	Winston Beshore	79	71	5.27	7	8	0.567	75	75	5.00	0	0	####
5.0	Eric Van Selow	25	45	3.57	1	6	0.257	87	73	5.44	0	0	####
4.0	Tom Plasic	58	62	4.83	7	5	0.463	0	0	####	0	0	####
3.5	Bo Bovidge	56	54	5.09	6	5	0.519	52	58	4.73	0	0	####
3.0	Tracy Klinger, CPT	47	53	4.70	4	6	0.440	31	49	3.88	0	0	####
3.0	Jess Cassner	35	45	4.38	3	5	0.388	59	61	4.92	0	0	####
3.0	Natalie Cassner	0	0	#DIV/0!	0	0	#DIV/0!	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.33	404	446			37	48					

HC	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	57	43	5.70	7	3	0.640	36	34	5.14	0	0	####
6.5	James Shafer	49	51	4.90	5	5	0.480	55	65	4.58	0	0	####
5.5	El Voughs	44	46	4.89	6	3	0.479	52	38	5.78	0	0	####
5.0	Mike Bretz	40	30	5.71	4	3	0.621	30	50	3.75	0	0	####
4.5	Paul Ramsey	54	56	4.91	5	6	0.481	39	41	4.88	0	0	####
4.0	Del Madden, CPT	41	49	4.56	3	6	0.416	39	41	4.88	0	0	####
4.0	Ryan Trafecanty	45	35	5.63	5	3	0.613	0	0	####	0	0	####
3.0	Liz Christian, CO-CPT	37	53	4.11	3	6	0.331	63	57	5.25	0	0	####
3.0	Marcia Yost	43	27	6.14	5	2	0.694	0	0	####	0	0	####
	Open Stats												
	Forfeits												
	Penalty Points												
AVERAGE HC		4.67	410	390			43	37					

3 Recycles Remaining

HC	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
7.5	Shawn Hoerner	83	67	5.53	11	4	0.633	0	0	####	0	0	####
5.5	Terry Ballent	26	44	3.71	2	5	0.281	74	76	4.93	0	0	####
5.0	Tone Brubacher	79	61	5.64	8	6	0.654	48	72	4.00	0	0	####
4.0	James Dagenhart	53	47	5.30	6	4	0.560	43	67	3.91	0	0	####
3.5	Nick Ellis	57	63	4.75	5	7	0.445	54	86	3.86	0	0	####
3.5	Monica Reinnagel	45	45	5.00	4	5	0.500	34	46	4.25	0	0	####
3.5	Duane Rider	17	13	5.67	2	1	0.587	38	32	5.43	0	0	####
3.0	Jacqui Hiemstra, CPT	25	45	3.57	2	5	0.257	38	32	5.43	0	0	####
	Open Stats	19	11		3	0							
	Forfeits	0	0		0	0							
	Penalty Points												
AVERAGE HC		4.44	404	396			43	37					

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

Projected Payouts

Tournament Champions	\$ 2,220
Tournament 2nd Place	\$ 1,120
Division Winner	\$ 180
Week 18 Winners (\$80 x 6)	\$ 480
Total Payouts	\$ 4,000

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

Fred Brodbeck

Break And Funs This Session

Steve Weaver	6
Shawn Hoerner	4
Jenn Kelly	3
John Hedgepath	3
Duck Nornhold	3
Fred Brodbeck	2
Brian Hogentogler	2
Kevin Villarreal	2
El Voughs	2
Steve Wood	
Andrew Betts	
Blaize Bowman	
Kevin Bryner	
Mike Canoy	
Liz Christian	
Austin Cronauer	
Larry Fagan	
Ed Kearney	
Bruce Lenker	
Kevin Marroquin	
Tim Meise	
Brad Miller	

Frank Moore
Devan Retherford
Jake Rodriguez
Bill Scharff
Ron Straw

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

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

MVPs

6.0-7.5 Category **Ed Kearney**

4.0-5.5 Category **Mike Miller**

2.0-3.5 Category **Bob Cohan**