Week 1

PACS PA CUE SPORTS

Spring - Summer '21 (Mosconi)

Dues are now $8	Win %	Matches W	-	L	LAST WEEK W	L	Home Location	Week 1 Opponent **Home Team if in CAPS**
Hustlers & Babes	#####	0	-	0	0	0	The Pour House	silent assassins
Just FOCUS	#####	0	-	0	0	0	To Be Determined	**BUSBOYS**
Middletown Moose	#####	0	-	0	0	0	Middletown Moose	**LOWER ALLEN VFW**
Silent Assassins	#####	0	-	0	0	0	The Pour House	**HUSTLERS & BABES**
Chicks #3	#####	0	-	0	0	0	Chicks Hummelstown Tavern	**DEAD STROKES**
Dead Strokes	#####	0	-	0	0	0	Chicks Hummelstown Tavern	chicks #3
Are You Serious ?	#####	0	-	0	0	0	Verhovay Home Association	**BYE**
Busboys	#####	0	-	0	0	0	Angies	just focus
Lower Allen VFW	#####	0		0	0	0	Lower Allen VFW	middletown moose
		0		0	0	0		

Due to some teams having more byes, TEAMS ARE RANKED ACCORDING TO WIN % (not MATCH POINTS).

TEAM ROSTERS (BELOW) LISTED IN RED ARE MORE THAN $80 IN ARREARS. PLEASE CALL LEAGUE OFFICE TO CHECK IF ELIGIBLE TO PLAY THIS WEEK OR IF THEY WILL BE FORCED TO FORFEIT.

S/L	Dead Strokes	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	Krupal Desai	0	0	0	0	0
6.5	Porus Irani	0	0	0	0	0
6.5	Stan Kovich	0	0	0	0	0
5.5	Dave Lavendier, CPT	0	0	0	0	0
5.5	Brandon Smith, Co-CPT	0	0	0	0	0
5.5	Don Severs	0	0	0	0	0
4.0	Pete Servatius	0	0	0	0	0
2.5	Zach Severs	0	0	0	0	0
2.0	Maggie Smith					
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	5.0	0	0		0	0

S/L	Silent Assassins	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.5	Shawn Hoerner	0	0	0	0	0
6.5	James Shafer	0	0	0	0	0
6.0	Del Madden, CPT	0	0	0	0	0
5.5	Paul Ramsey	0	0	0	0	0
4.0	Cody Brashear	0	0	0	0	0
3.5	Jeff Washington	0	0	0	0	0
3.5	Liz Christian	0	0	0	0	0
2.5	Carlie Wolfe	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.9	0	0		0	0

S/L	Just F.O.C.U.S.	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	Ed Kearney	0	0	0	0	0
6.5	Pete Radell	0	0	0	0	0
6.0	Mike Connor	0	0	0	0	0
4.0	Joe Lahr	0	0	0	0	0
4.0	Scott Minnich, CPT	0	0	0	0	0
3.5	John Linn	0	0	0	0	0
3.0	Wade Brodbeck	0	0	0	0	0
2.5	Nick Ellis	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.6	0	0		0	0

S/L	Chicks #3	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.5	Clint Etnoyer	0	0	0	0	0
5.5	Colleen Shoop	0	0	0	0	0
5.5	Fred Brodbeck, CPT	0	0	0	0	0
5.5	Frank Moore, C0-CPT	0	0	0	0	0
4.5	Brad Saksek	0	0	0	0	0
4.0	Reed Etnoyer	0	0	0	0	0
2.5	Ed Kelly	0	0	0	0	0
2.5	Bob Goss	0	0	0	0	0
2.0	Kerrin Lutz					
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.4	0	0		0	0

S/L	Are You Serious?	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
5.5	Forrest Aeppli, CPT	0	0	0	0	0
5.5	Aaron Thomas	0	0	0	0	0
4.0	Chad Sweisfort	0	0	0	0	0
4.0	Poo Gray	0	0	0	0	0
4.0	Vince Bottiglia	0	0	0	0	0
3.0	Ellie Heinly	0	0	0	0	0
3.0	Susan Hopkins	0	0	0	0	0
		0	0	0	0	0
		0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.1	0	0		0	0

S/L	Hustlers & Babes	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.5	Duck Nornhold	0	0	0	0	0
7.0	Powder Zeigler	0	0	0	0	0
6.5	Ron Straw	0	0	0	0	0
6.5	Larry Fagan	0	0	0	0	0
4.0	Clarence Marsh, CPT	0	0	0	0	0
4.0	Todd Quigley	0	0	0	0	0
4.0	Robert Hurt	0	0	0	0	0
2.5	Stephanie Ozimac	0	0	0	0	0
2.0	Jacqui Hiemstra	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.9	0	0		0	0

S/L	Middletown Moose	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
6.0	Jonathan Searfoss	0	0	0	0	0
5.0	Tobe Toberman	0	0	0	0	0
5.0	Chuck Miller	0	0	0	0	0
5.0	Brian Crow, CPT	0	0	0	0	0
4.5	John Deasy	0	0	0	0	0
4.0	Jamie Robertson	0	0	0	0	0
3.0	Shelli Searfoss	0	0	0	0	0
2.5	Sue Hough	0	0	0	0	0
2.0	Vince Crone	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.1	0	0		0	0

S/L	Busboys	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
6.5	Rikki Johnson	0	0	0	0	0
6.0	Shane Waechter	0	0	0	0	0
5.5	Kelly Norris	0	0	0	0	0
5.0	Tim Witmyer, CPT	0	0	0	0	0
5.0	Dale Edinger	0	0	0	0	0
4.5	Adam Hughes, CO-CPT	0	0	0	0	0
3.0	Marcia Yost	0	0	0	0	0
3.0	Michael Downey	0	0	0	0	0
2.0	Tammy Shirey	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.5	0	0		0	0

S/L	Lower Allen VFW	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	Ron Bishop, CPT	0	0	0	0	0
6.0	Ben Garrison	0	0	0	0	0
5.5	Mike McFarland	0	0	0	0	0
5.0	Paul Dankowsky	0	0	0	0	0
5.0	Greg Melvin	0	0	0	0	0
4.5	Travis Sterner	0	0	0	0	0
4.0	Steve Stoner	0	0	0	0	0
3.0	Joanne Funk	0	0	0	0	0
2.5	Brian Shea	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.7	0	0		0	0

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

INNINGS (TURNS) NO LONGER MUST BE RECORDED. JUST MAKE SURE THAT YOU PUT A CHECK IN THE BOX SO THAT YOU KNOW WHICH GAME YOU ARE IN FOR THE PURPOSES OF TIMEOUTS. MAKE SURE EVERYTHING ELSE (Balls LOT, MOB, WIN CODES, ETC) IS COMPLETED.

If a player releases (throws or slams) his stick in frustration onto the table, it is an automatic loss of game even if no object balls or the cue ball are disturbed. Players must respect the game and the pool tables that we are allowed to play on.

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.

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.

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 have **no right** 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 timout), 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 6 matches with the same team 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.
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 $8 for that match. 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 ***Break And Funs This Session***

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)

Best Match win percentage will determine the winner. In the event of a tie, tiebreakers are as follows…
1) Most Matches played. 2) Head to Head. ***3) Average win/loss margin per match**
4) Average Skill Level of Opponent (Strength of Schedule)
Qualification S/L is where you played a majority of your matches, lower if tied

Explanation of **"Average win/loss margin per match"**

If a "7" plays a "4" and wins 5-0, the win/loss margin for the "7" for that match is +2 because the "4" fell 2 games short of winning the match (since it is a 5-2 race). If a "7" loses to a "4" 0-2, the win/loss margin for the "7" is - (minus) 5 because the "7" fell 5 games short of winning the match.