



Week 10 3/29/22

Spring '22

(Mosconi)

PLEASE READ THE BOTTOM OF THIS DOCUMENT. FAILURE TO DO SO DOES NOT EXCUSE ANYONE FROM AGREEING TO THESE THESE TERMS AND CONDITIONS. IGNORANCE IS REALLY **NOT** BLISS.

Dues are \$8	Win %	Matches		LAST WEEK	AVG		Week 10 Opponent		
		W	L		W	L	HC	Home Location	Home Team if in CAPS
Busboys	0.622	28	- 17	4-1	124	85	4.6	Angies	ZERO FUX GIVEN
Just FOCUS	0.556	25	- 20	2-3	105	95	4.7	The Pour House	heavy hitters
Zero Fux Given	0.556	25	- 20	3-2	107	106	4.1	Verhovay Home Association	busboys
Hustlers & Babes	0.556	25	- 20	3-2	115	95	4.9	The Pour House	making our luck
Middletown Moose	0.556	25	- 20	3-2	109	103	4.1	Middletown Moose	chicks #3
Making Our Luck	0.489	22	- 23	1-4	113	107	4.6	Angies	HUSTLERS & BABES
Angie's Dogs	0.475	19	- 21	4-1	91	96	4.2	Angies	ball busterz
Chicks #3	0.444	20	- 25	1-4	119	118	5.0	Chicks Hummelstown Tavern	MIDDLETOWN MOOSE
Heavy Hitters	0.422	19	- 26	2-3	82	117	3.9	Angies	JUST FOCUS
Ball Busterz	0.300	12	- 28	2-3	66	109	3.4	Verhovay Home Association	ANGIES DOGS
		220	220	1031	1031	4.4			

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	Angie's Dogs	W	L	#	W	L
6.0	Pete Mavropoulos	3	5	8	30	26
6.0	Ken McPherson	3	4	7	19	24
5.0	MK Thapa	1	1	2	6	3
4.0	Kevin Joy	3	2	5	11	13
3.5	Steve Shipp, CPT	3	0	3	6	2
3.0	Mike Minahan	2	3	5	8	8
3.0	Larry Keefe	0	4	4	1	12
3.0	John Beaulieu	3	1	4	6	2
	Open Stats	1	1	2	4	6
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.2	19	21	91	96

S/L	Heavy Hitters	W	L	#	W	L
5.0	Miguel Rodriguez	4	4	8	19	21
5.0	Jim Roberts	2	2	4	11	12
5.0	Craig Seilhamer	1	2	3	8	13
4.0	Matt Suarez, CPT	3	4	7	13	18
3.5	Ezequiel Rodriguez	3	5	8	13	24
3.5	Julio Soriano	3	3	6	10	10
3.0	Daniel Rodriguez	1	3	4	4	10
3.0	Edgardo Morales	2	2	4	4	5
3.0	Ken Meslinn Jr	0	1	1	0	4
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		3.9	19	26	82	117

S/L	Just F.O.C.U.S.	W	L	#	W	L
7.5	Ed Kearney	4	2	6	25	13
5.5	Pete Radell	0	4	4	2	16
5.0	Terry Ballent	3	4	7	20	20
5.0	Hector Soto	6	2	8	22	14
4.5	Joe Lahr	0	0	0	0	0
4.5	Scott Minnich, CPT	5	0	5	15	7
4.0	John Linn	0	1	1	0	3
4.0	Wade Brodbeck	5	3	8	15	10
2.5	Nick Ellis	2	4	6	6	12
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.7	25	20	105	95

S/L	Chicks #3	W	L	#	W	L
7.5	Clint Etnoyer	1	1	2	9	7
6.5	Fred Brodbeck, CPT	3	4	7	29	24
6.5	Frank Moore, C0-CPT	3	2	5	17	9
5.5	Colleen Shoop	4	4	8	23	24
5.0	Kathy Blosser	5	2	7	22	16
4.5	Rich Worley	0	1	1	0	3
4.0	Brad Saksek	1	4	5	8	14
3.0	Nate Berkebile	1	2	3	3	8
2.5	Kerrin Lutz	2	5	7	8	13
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		5.0	20	25	119	118

S/L	Making Our Luck	MATCH TOTAL			GAME	
		W	L	#	W	L
6.0	Shane Wingler	5	4	9	31	25
6.0	Brian Hogentogler	3	1	4	15	9
5.0	Patrick Shoop	4	2	6	15	13
4.5	Anthony Cressler	3	6	9	23	31
4.5	Scott Wallace	0	1	1	0	3
4.5	Brian Minnich, CPT	5	2	7	20	8
3.5	Tina Cutlip	1	3	4	4	7
2.5	Troy Mowrer	0	3	3	2	7
	Open Stats	1	1	2	3	4
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.6	22	23	113	107

S/L	Hustlers And Babes	MATCH TOTAL			GAME	
		W	L	#	W	L
7.0	Duck Nornhold	3	0	3	15	9
7.0	Ron Straw	5	2	7	29	17
6.5	Powder Zeigler	3	0	3	15	3
6.5	Larry Fagan	1	3	4	11	12
4.5	Clarence Marsh, CPT	3	2	5	11	13
4.0	Todd Quigley	6	3	9	16	10
3.5	Robert Hurt	2	3	5	9	10
3.0	Dan Shrawder	1	2	3	3	6
2.5	Stephanie Ozimac	1	5	6	6	15
	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	25	20	115	95

S/L	Middletown Moose	MATCH TOTAL			GAME	
		W	L	#	W	L
6.5	Jonathan Searfoss	6	2	8	32	23
5.0	Chuck Miller	1	3	4	7	10
5.0	Tobe Toberman	3	3	6	14	14
4.5	John Deasy	4	4	8	22	24
4.5	Brian Crow, CPT	3	3	6	14	12
2.5	Shellie Searfoss	4	1	5	9	7
2.5	Vince Crone	4	1	5	8	4
2.0	Sue Hough	0	3	3	3	9
	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	25	20	109	103

S/L	Busboys	MATCH TOTAL			GAME	
		W	L	#	W	L
7.5	Rikki Johnson	5	1	6	28	13
6.5	Ken Kuhn	5	1	6	24	13
5.0	Tim Witmyer, CPT	5	3	8	22	15
5.0	Dale Edinger	4	1	5	14	6
4.5	Kelly Norris	3	3	6	15	13
4.5	Ed Croco, Co-CPT	3	3	6	13	9
2.0	Marcia Yost	1	3	4	4	8
2.0	Tammy Norris	2	2	4	4	8
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.6	28	17	124	85

3 Recycles Remaining		MATCH TOTAL			GAME	
S/L	Zero Fux Given	W	L	#	W	L
6.5	Chris Taylor	4	4	8	29	30
5.0	Forrest Aeppli	4	4	8	24	25
4.0	Tony Brubacher	3	4	7	12	14
4.0	Donnie Mull	6	4	10	20	21
4.0	Ellie Heinly	5	1	6	16	5
3.0	Susan Hopkins	3	1	4	6	6
2.5	Jacqui Hiemstra, CPT	0	2	2	0	5
	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	25	20	107	106

S/L	Ball Busterz	MATCH TOTAL			GAME	
		W	L	#	W	L
5.5	Chet Denmark	3	5	8	19	29
4.0	Abbie Lee, CPT	3	5	8	14	19
3.5	Ben Wargo	2	3	5	7	12
3.5	Travis Shade	2	4	6	8	18
3.0	Roger Moore	2	4	6	11	15
2.5	Dan Bakaric	0	3	3	3	7
2.0	Jess Shade	0	4	4	4	9
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		3.4	12	28	66	109

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.

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 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 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 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

Rikki Johnson
 Tim Witmyer
 Jonathon Searfoss

Break And Funs This Session

Duck Nornhold	3
Jonathon Searfoss	3
Rikki Johnson	2
Ed Kearney	2
Ken McPherson	2
Tim Witmyer	2
Forrest Aepli	
Fred Brodbeck	
Ed Croco	
Clint Etnoyer	
Larry Fagan	
Patrick Shoop	
Shane Wingler	

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.

