



Week 19 1/11/22

Fall '21

(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		HC	Home Location	Week 19 Opponent
		W	L		W	L			Home Team if in CAPS
Chicks #3	0.588	50	- 35	3-2	230	173	4.8	Chicks Hummelstown Tavern	angies dogs
Angie's Dogs	0.529	45	- 40	4-1	195	209	4.2	Angies	CHICKS #3
Silent Assassins	0.529	45	- 40	2-3	227	193	5.6	Gilligans on Eisenhower	middletown moose
Middletown Moose	0.518	44	- 41	1-4	206	191	4.1	Middletown Moose	SILENT ASSASSINS
Busboys	0.489	44	- 46	3-2	211	219	4.5	Angies	just focus
Just FOCUS	0.482	41	- 44	2-3	198	209	4.6	The Pour House	BUSBOYS
Hustlers & Babes	0.433	39	- 51	4-1	187	217	4.9	The Pour House	zero fux given
Zero Fux Given	0.412	35	- 50	1-4	178	227	4.4	Verhovay Home Association	HUSTLERS & BABES
Are You Serious ?	0.200	17	- 68	--	78	72	4.6	Verhovay Home Association	NO LONGER PLAYING

415 415 1710 1710 4.6

THE TOP 4 TEAMS FROM THIS DIVISION WILL QUALIFY FOR THE PACS INVITATIONAL TOURNEY

Angies Dogs is the #2 Seed after week 18 because of better head to head record (7-3) against Silent Assassins during the session.

S/L	Angie's Dogs	W	L	#	W	L
6.0	Ken McPherson	8	5	13	48	42
5.5	Pete Mavropoulos	5	6	11	31	36
5.0	John Galbraith	2	2	4	9	12
4.5	Larry Keefe	7	4	11	28	20
4.5	Denis Welker	6	6	12	27	33
4.0	Kevin Joy	6	6	12	22	29
3.0	Steve Shipp, CPT	3	4	7	8	12
3.0	Mike Lloyd	5	3	8	14	13
2.5	John Beaulieu	3	4	7	8	12
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		

AVERAGE S/L 4.2 45 40 195 209

S/L	Silent Assassins	W	L	#	W	L
7.0	Shawn Hoerner	5	3	8	36	22
6.5	Kevin Bryner	3	5	8	30	28
6.5	Gerard Madden	4	2	6	19	16
6.5	James Shafer	10	2	12	45	24
5.5	Del Madden, CPT	2	6	8	22	26
5.5	Cody Brashear	6	2	8	24	14
4.5	Paul Ramsey	3	7	10	15	20
4.5	Jeff Washington	3	6	9	14	18
3.5	Liz Christian	9	7	16	22	25
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		

AVERAGE S/L **5.6** 45 40 227 193

S/L	Just F.O.C.U.S.	W	L	#	W	L
7.5	Ed Kearney	9	4	13	57	43
5.5	Terry Ballent	4	5	9	26	31
5.5	Pete Radell	6	5	11	36	29
5.0	Mike Connor	2	4	6	14	17
4.0	John Linn	6	4	10	16	13
4.0	Scott Minnich, CPT	4	3	7	15	17
4.0	Wade Brodbeck	1	2	3	4	6
3.5	Hector Soto	2	5	7	9	18
2.5	Nick Ellis	6	8	14	15	21
	Open Stats	1	4	5	6	14
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		

AVERAGE S/L 4.6 41 44 198 209

S/L	Chicks #3	W	L	#	W	L
7.5	Clint Etnoyer	8	2	10	46	20
6.5	Fred Brodbeck, CPT	7	7	14	48	42
6.5	Frank Moore, C0-CPT	5	2	7	28	10
6.0	Colleen Shoop	6	4	10	30	27
4.5	Rich Worley	5	2	7	17	10
4.0	Brad Saksek	6	4	10	21	22
3.0	Bob Goss	3	4	7	9	12
2.5	Nate Berkebile	2	5	7	8	14
2.5	Kerrin Lutz	7	4	11	18	12
	Open Stats	1	1	2	5	4
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		

AVERAGE S/L **4.8** 50 35 230 173

No Longer Playing Are You Serious?		MATCH TOTAL			GAME	
S/L		W	L	#	W	L
6.5	Rich Huggins	2	3	5	15	21
6.5	Aaron Thomas	3	2	5	16	17
5.0	Chad Sweisfort	0	0	0	0	0
5.0	Steve Wagner	3	1	4	12	5
4.5	Austin Cronauer, CPT	4	2	6	14	9
4.0	Poo Gray	1	3	4	7	9
4.0	Jamie Robertson	3	1	4	12	5
3.0	Samantha Rynard	0	0	0	0	0
2.5	Mike Hardy	1	1	2	2	6
	Open Stats	0	0	0	0	0
	Forfeits	0	55	55	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.6	17	68	78	72

Hustlers And Babes		MATCH TOTAL			GAME	
S/L		W	L	#	W	L
7.0	Duck Nornhold	5	4	9	39	26
6.5	Larry Fagan	3	7	10	23	36
6.5	Powder Zeigler	2	8	10	27	37
6.5	Ron Straw	1	0	1	5	0
4.0	Clarence Marsh, CPT	10	11	21	36	43
3.5	Todd Quigley	7	5	12	20	20
3.5	Robert Hurt	2	10	12	14	34
3.5	Jen Martin	0	0	0	0	0
3.5	Stephanie Ozimac	9	6	15	23	21
	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	39	51	187	217

Middletown Moose		MATCH TOTAL			GAME	
S/L		W	L	#	W	L
6.0	Jonathan Searfoss	9	7	16	58	47
5.5	Chuck Miller	5	4	9	26	20
5.5	John Deasy	9	7	16	48	39
4.5	Tobe Toberman	4	6	10	21	23
4.5	Brian Crow, CPT	7	5	12	27	22
2.5	Shelli Searfoss	4	5	9	10	14
2.0	Vince Crone	3	4	7	7	12
2.0	Sue Hough	3	3	6	9	14
	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	44	41	206	191

Busboys		MATCH TOTAL			GAME	
S/L		W	L	#	W	L
7.0	Rikki Johnson	6	4	10	40	38
6.0	Shane Waechter	5	5	10	32	29
5.5	Tim Witmyer, CPT	6	4	10	29	27
4.5	Kelly Norris	4	5	9	20	23
4.5	Brian Minnich	6	5	11	24	19
4.5	Ed Croco, Co-CPT	6	8	14	26	33
4.5	Dale Edinger	8	3	11	27	16
2.0	Marcia Yost	1	6	7	8	17
2.0	Tammy Shirey	2	5	7	5	15
	Open Stats	0	1	1	0	2
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.5	44	46	211	219

Zero Fux Given		MATCH TOTAL			GAME	
S/L		W	L	#	W	L
7.0	Chris Taylor	7	5	12	44	37
7.0	Mike Fisher	6	4	10	39	36
5.5	Forrest Aeppli	2	6	8	23	31
3.5	Donnie Mull	3	5	8	14	20
3.5	Tony Brubacher	4	11	15	20	44
3.5	Ellie Heinly	4	5	9	15	17
2.5	Susan Hopkins	4	6	10	11	16
2.5	Jacqui Hiemstra, CPT	4	3	7	9	13
	Open Stats	1	5	6	3	13
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.4	35	50	178	227

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.

Projected Payout for Division Winner is **\$ 750**

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

Duck Nornhold

Break And Funs This Session

Ken McPherson	4
Clint Etnoyer	3
Rich Huggins	2
Rikki Johnson	2
Mike Fisher	2
Powder Zeigler	2
Shawn Hoerner	
Ed Kearney	
Pete Mavropolous	
Chuck Miller	
Duck Nornhold	
Jonathon Searfoss	
Colleen Shoop	
Chris Taylor	
Shane Waechter	

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.

