Week 5 12/17/19

PACS
PA CUE SPORTS

Fall-Winter '19 Session (Mosconi)

Dues are now $8	Win %	Matches W	-	L	LAST WEEK	W	L	Home Location	Week 5 Opponent **Home Team if in CAPS**
Hustlers & Babes	**0.750**	15	-	5	4-1	50	30	The Pour House	just focus
Silent Assassins	**0.650**	13	-	7	4-1	62	42	The Pour House	**MIDDLETOWN MOOSE**
Middletown Moose	**0.650**	13	-	7	4-1	52	36	Middletown Moose	silent assassins
Chicks #3	**0.550**	11	-	9	3-2	47	48	Chicks Hummelstown Tavern	aces n eights
8 Sticks & a Loose Pocket	**0.500**	10	-	10	2-3	56	48	Riverside (Marysville)	**ANGIES**
Just FOCUS	**0.400**	8	-	12	1-4	38	55	River City Blues	**HUSTLERS & BABES**
Aces N Eights	**0.350**	7	-	13	1-4	41	52	Verhovay Home Assoc.	**CHICKS #3**
Angies	**0.150**	3		17	1-4	30	65	Angies	8 sticks & a loose pocket
		80		80		376	376		

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	Aces N Eights	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
6.5	Rikki Johnson	0	1	1	2	5
6.0	Justin Baird	0	1	1	2	3
5.5	Shane Waechter	0	2	2	6	9
5.0	Paul Dankowsky, CPT	2	2	4	9	13
4.5	Winston Beshore	1	3	4	8	10
4.0	Austin Cronauer	2	2	4	8	5
3.5	Nate Handley	2	2	4	6	7
2.5	Scott Szekeres	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	4.7	7	13		41	52

S/L	Silent Assassins	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	Shawn Hoerner	2	0	2	10	5
7.0	James Shafer	2	0	2	10	2
6.5	El Voughs	0	1	1	0	3
6.0	Todd Ferry	2	0	2	9	4
5.5	Del Madden, CPT	2	0	2	8	2
5.5	Paul Ramsey	3	0	3	12	5
4.0	Cody Brashear	1	1	2	6	3
4.0	Jeff Washington	0	3	3	4	10
2.0	Carlie Wolfe	1	2	3	3	8
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	**5.3**	13	7		62	42

S/L	Just F.O.C.U.S.	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	Ed Kearney	0	3	3	6	12
6.0	Pete Radell	0	0	0	0	0
5.5	Mike Connor	1	3	4	11	16
4.5	Joe Lahr, Co-CPT	0	2	2	5	8
3.5	Scott Minnich, CPT	2	0	2	4	2
3.0	John Linn	2	1	3	4	4
2.5	Wade Brodbeck	2	1	3	5	4
2.0	Nick Ellis	1	2	3	3	9
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.3	8	12		38	55

Ed Kearney is ineligible to play or coach in postseason

S/L	Chicks #3	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.5	Clint Etnoyer	1	1	2	6	4
6.5	Colleen Shoop	0	2	2	3	10
6.0	Fred Brodbeck, CPT	1	0	1	4	4
6.0	Frank Moore, C0-CPT	2	0	2	9	5
5.5	Mike Blazevic Jr.	0	3	3	5	12
4.5	Carl Little	3	0	3	9	2
2.5	Ed Kelly	1	2	3	4	7
2.5	Bob Goss	1	1	2	3	3
2.5	Kerrin Lutz	2	0	2	4	1
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.8	11	9		47	48

S/L	8 Sticks & a Loose Pocket	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	Ron Bishop	1	1	2	6	8
7.0	Kyle Gamble, Co-Cpt	2	1	3	13	6
6.5	Jim Hansel	1	1	2	8	7
5.0	Dave Cox	2	1	3	10	8
4.5	Shawn Longo	1	2	3	6	6
4.5	Chuck McGuigan	0	2	2	4	6
4.0	Matt LaFontaine	1	0	1	3	1
3.0	Ken Yohe	2	2	4	6	6
2.0	Michelle Gamble, CPT	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	4.8	10	10		56	48

S/L	Hustlers & Babes	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.5	Powder Zeigler	1	0	1	5	1
7.5	Duck Nornhold	1	2	3	7	8
7.0	Ron Straw	1	0	1	5	0
6.5	Larry Fagan	2	0	2	9	3
4.0	Clarence Marsh, CPT	2	1	3	6	7
3.5	Todd Quigley	3	0	3	7	2
3.5	Robert Hurt	3	1	4	6	6
3.0	Stephanie Ozimac	1	0	1	3	0
2.0	Jacqui Hiemstra	1	1	2	2	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.9	15	5		50	30

S/L	Middletown Moose	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
6.0	Jonathan Searfoss	3	0	3	12	7
5.0	Tobe Toberman	2	1	3	8	7
5.0	Chuck Miller	3	0	3	12	4
4.5	John Deasy	1	1	2	5	5
4.5	Brian Crow, CPT	1	1	2	5	2
4.0	Jamie Robertson	0	1	1	1	3
3.0	Shelli Searfoss	2	1	3	6	3
2.5	Sue Hough	0	1	1	0	2
2.0	Vince Crone	1	1	2	3	3
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.1	13	7		52	36

S/L	Angies	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
6.5	Ken McPherson	2	2	4	11	11
5.5	Pete Mavropolous, CPT	1	3	4	10	15
4.5	Rich DeFilippo	0	3	3	5	10
4.5	Nate Hall	0	0	0	0	0
4.0	Paul Condon	0	0	0	0	0
3.0	Freeman Gaffney	0	0	0	0	0
3.0	John Beaulieu	0	3	3	1	10
2.0	Jason Trayer	0	3	3	1	11
2.0	Kris Miller	0	3	3	2	8
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	3.9	3	17		30	65

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 **3 times** during the session and no more than once in a given night.
A team may recycle if they do not have a combination of 5 players present that will satisfy the 26.0 rule.
The recycling team must recycle in the last match. **NO EXCEPTIONS** even if both teams agree. The opposing team chooses the player to be recycled and it may be any player who shot earlier in the night provided they are a 4.5 HC or

lower. All eligible players to be recycled must be present for the last match unless the opposing team names the player they wish to recycle ahead of time. The recycling team must meet the **26.0 rule** (which replaces the 25 rule).
If a team recycles a player before the last (5th) match, it will be treated as a forfeit.

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.*

The team that wins this division will win a projected **$**

The amount shown above for winning the division is based on the assumption that all projected revenue from this division is paid. If it is not, this amount will be directly reduced dollar for dollar by that revenue shortfall.

If any team does not qualify for the postseason but also does not forfeit any individual matches throughout the session, they will qualify for one of (3) random drawings for $ 200.

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***

Brian Crow

Brian Crow
Larry Fagan
Todd Ferry
Nate Handley
Jim Hansel
Ed Kearney
Chuck Miller
Duck Nornhold
Jonathon Searfoss
Colleen Shoop
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)

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.