



Final Standings

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		HC	Home Location
		W	L		W	L		
Just FOCUS	0.621	59	- 36	2-3	252	195	5.1	The Pour House
Busboys	0.589	56	- 39	3-2	261	196	4.7	Angies
Angie's Dogs	0.558	53	- 42	3-2	242	210	4.6	Angies
Zero Fux Given	0.547	52	- 43	2-3	216	230	4.5	Verhovay Home Association
Hustlers & Babes	0.505	48	- 47	2-3	241	210	5.0	The Pour House SUMMER '22 SESSION
Middletown Moose	0.495	47	- 48	3-2	225	238	4.3	Middletown Moose BEGINS 6/14/22!!!!
Heavy Hitters	0.463	44	- 51	3-2	194	243	3.8	Angies
Chicks #3	0.442	42	- 53	2-3	236	248	4.4	Chicks Hummelstown Tavern
Making Our Luck	0.400	38	- 57	2-3	220	243	3.9	Angies
Ball Busterz	0.379	36	- 59	3-2	158	232	3.4	Verhovay Home Association
		475	475		2245	2245	4.4	

Angies Dogs is away at Zero Fux Given because of head to head record (4-6) during the session

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.

3 Recycles Remaining		MATCH		TOTAL	GAME	
S/L	Angie's Dogs	W	L	#	W	L
6.5	Ken McPherson	10	7	17	57	45
6.5	MK Thapa	9	4	13	48	27
6.0	Pete Mavropoulos	4	8	12	39	44
4.5	Kevin Joy	8	6	14	33	32
4.0	Mike Minahan	7	4	11	23	15
3.0	Steve Shipp, CPT	4	5	9	14	18
3.0	Larry Keefe	3	5	8	8	16
3.0	John Beaulieu	7	2	9	16	7
	Open Stats	1	1	2	4	6
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		

AVERAGE S/L 4.6 53 42 242 210

3 Recycles Remaining		MATCH		TOTAL	GAME	
S/L	Heavy Hitters	W	L	#	W	L
5.0	Jim Roberts	7	7	14	37	39
5.0	Craig Seilhamer	5	4	9	27	30
4.5	Miguel Rodriguez	6	10	16	38	56
4.5	Matt Suarez, CPT	11	7	18	41	37
3.5	Ezequiel Rodriguez	5	9	14	21	36
3.5	Julio Soriano	5	6	11	17	21
3.0	Daniel Rodriguez	1	3	4	4	10
3.0	Edgardo Morales	2	3	5	5	7
2.5	Ken Meslinn Jr	2	2	4	4	7
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		

AVERAGE S/L 3.8 44 51 194 243

3 Recycles Remaining		MATCH		TOTAL	GAME	
S/L	Just F.O.C.U.S.	W	L	#	W	L
7.5	Ed Kearney	10	4	14	60	33
6.0	Brian Hogentogler	5	3	8	29	22
5.5	Pete Radell	4	4	8	17	24
5.5	Terry Ballent	8	5	13	40	34
5.0	Hector Soto	6	2	8	22	14
5.0	Scott Minnich, CPT	7	3	10	25	20
4.0	John Linn	0	1	1	0	3
4.0	Wade Brodbeck	10	7	17	34	26
3.5	Nick Ellis	9	7	16	25	19
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		

AVERAGE S/L 5.1 59 36 252 195

3 Recycles Remaining		MATCH		TOTAL	GAME	
S/L	Chicks #3	W	L	#	W	L
6.0	Frank Moore, C0-CPT	6	5	11	39	28
6.0	Fred Brodbeck, CPT	6	7	13	51	47
5.5	Colleen Shoop	8	7	15	45	40
5.0	Sean Gallagher	1	1	2	6	6
4.5	Kathy Blosser	9	9	18	48	47
4.5	Rich Worley	0	1	1	0	3
3.5	Brad Saksek	5	9	14	21	31
2.5	Nate Berkebile	3	5	8	7	19
2.5	Kerrin Lutz	3	8	11	10	20
	Open Stats	1	1	2	9	7
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		

AVERAGE S/L 4.4 42 53 236 248

2 Recycles Remaining		MATCH		TOTAL	GAME	
S/L	Making Our Luck	W	L	#	W	L
6.0	Shane Wingler	8	13	21	61	62
4.5	Patrick Shoop	4	6	10	23	29
4.0	Anthony Cressler	7	11	18	43	52
4.0	Scott Wallace	4	5	9	18	20
3.5	Brian Minnich, CPT	8	7	15	40	33
3.5	Tina Cutlip	2	3	5	6	8
3.0	Courtney Garman	1	6	7	8	17
2.5	Troy Mowrer	0	4	4	3	9
	Open Stats	4	2	6	18	13
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		3.9	38	57	220	243

Middletown Moose		MATCH		TOTAL	GAME	
S/L		W	L	#	W	L
6.5	Jonathan Searfoss	10	6	16	58	51
5.5	Shane Waechter	2	5	7	22	26
5.0	Chuck Miller	2	4	6	12	15
5.0	John Deasy	9	6	15	44	40
4.5	Tobe Toberman	4	9	13	27	36
4.5	Brian Crow, CPT	6	5	11	25	22
3.5	Shelli Searfoss	9	3	12	21	17
2.5	Vince Crone	4	4	8	9	13
2.0	Sue Hough	1	6	7	7	18
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.3	47	48	225	238

1 Recycle Remaining		MATCH		TOTAL	GAME	
S/L	Zero Fux Given	W	L	#	W	L
7.0	Chris Taylor	9	8	17	62	63
6.0	Forrest Aeppli	9	7	16	50	51
4.0	Tony Brubacher	10	7	17	32	33
3.5	Ellie Heinly	6	6	12	23	20
3.5	Donnie Mull	11	10	21	34	44
3.0	Jacqui Hiemstra, CPT	2	4	6	4	12
	Open Stats	5	1	6	11	7
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.5	52	43	216	230

Hustlers And Babes		MATCH		TOTAL	GAME	
S/L		W	L	#	W	L
7.5	Ron Straw	7	4	11	41	28
7.0	Duck Nornhold	7	2	9	43	24
6.5	Powder Zeigler	5	3	8	34	19
6.0	Larry Fagan	3	5	8	28	22
5.5	Todd Quigley	11	6	17	37	23
4.0	Clarence Marsh, CPT	5	7	12	23	33
3.0	Robert Hurt	3	9	12	14	27
3.0	Pam Gilbert	1	1	2	3	4
2.5	Stephanie Ozimac	5	8	13	15	24
	Open Stats	1	2	3	3	6
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		5.0	48	47	241	210

3 Recycles Remaining		MATCH		TOTAL	GAME	
S/L	Busboys	W	L	#	W	L
7.0	Rikki Johnson	7	8	15	55	38
7.0	Ken Kuhn	10	3	13	55	24
5.5	Tim Witmyer, CPT	11	5	16	47	33
5.0	Dale Edinger	6	4	10	26	19
5.0	Kelly Norris	9	3	12	36	28
4.0	Ed Croco, Co-CPT	5	5	10	20	15
2.0	Marcia Yost	4	5	9	12	16
2.0	Tammy Norris	4	6	10	10	23
	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	56	39	261	196

2 Recycles Remaining		MATCH		TOTAL	GAME	
S/L	Ball Busterz	W	L	#	W	L
6.5	Chet Denmark	10	6	16	52	44
4.0	Abbie Lee, CPT	9	11	20	38	49
3.5	Tony Rapp	1	3	4	5	11
3.5	Travis Shade	7	11	18	20	46
3.0	Ben Wargo	2	5	7	8	18
3.0	Roger Moore	6	9	15	24	27
2.0	Dan Bakaric	1	5	6	6	14
2.0	Jess Shade	0	9	9	5	23
	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	36	59	158	232

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.

The winner of this division will receive a projected **\$800**. Projected amount assumes that all dues from this session are collected.

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

Ed Kearney
 Ken Kuhn

Break And Funs This Session

Ken McPherson	6
Ed Kearney	5
Rikki Johnson	4
Duck Nornhold	4
Ken Kuhn	3
Jonathon Searfoss	3
Brian Hogentogler	2
Pete Mavropoulos	2
Tim Witmyer	2
Forrest Aeppli	
Terry Ballent	
Fred Brodbeck	
Ed Croco	
Chet Denmark	
Clint Etnoyer	
Larry Fagan	
Patrick Shoop	
Ron Straw	
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.

MVPs

6.0-7.5 Category

Duck Nornhold

4.0-5.5 Category

Kelly Norris

2.0-3.5 Category

John Beaulieu

