



Winter - Spring '24 (Mosconi)

Week 10 3/5/24

	Win %	Match		Last Week	Games		AVG HC	Home Location	Week 10 Opponent Home Team if in CAPS
		W	L		W	L			
Chicks	0.578	26	19	3-2	121	101	5.28	Chicks Tavern	middletown moose
Rack Em Up	0.556	25	20	0-5	113	94	5.17	Angies Diner	HEAVY HITTERS
Making Our Luck	0.533	24	21	2-3	108	91	4.69	Angies Diner	angies dogs
Heavy Hitters	0.533	24	21	2-3	87	100	3.94	Angies Diner	rack em up
Angies Dogs	0.489	22	23	1-4	101	96	4.81	Angies Diner	MAKING OUR LUCK
Just FOCUS	0.489	22	23	3-2	99	95	4.63	The Pour House	HUSTLERS & BABES
Hustlers & Babes	0.489	22	23	5-0	92	100	4.89	The Pour House	just focus
Middletown Moose	0.489	22	23	4-1	103	99	3.94	Middletown Moose	CHICKS
Benchwarmers	0.467	21	24	3-2	94	97	4.22	HoHos Billiards	zero fux given
Zero Fux Given	0.378	17	28	2-3	77	122	3.64	Bressler Club	BENCHWARMERS
		225	225		995	995	4.52		

Team rosters in red have a captain who is arrears on league dues. Please call league office to determine if they will be permitted to play or if they must forfeit until further notice.

PLEASE READ THE BOTTOM OF THIS DOCUMENT. THERE IS VALUABLE INFORMATION THAT WILL PUT YOU AT A DISADVANTAGE IF YOU AREN'T FAMILIAR WITH THESE RULES. KNOWLEDGE IS POWER

HC	Angies Dogs	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
		W	L		W	L		W	L	W	L
6.5	Pete Mavropoulos	3	0	3	15	5	1.030	2	8	1	3
6.5	Stan Kovich	2	5	7	23	23	0.256	6	8	3	0
6.0	Ken McPherson	3	3	6	21	18	0.500	4	3	2	3
5.5	Kevin Joy	3	1	4	13	9	0.770	10	10	4	1
4.0	Alfredo Cortes	4	4	8	11	15	0.500	12	13	4	1
3.5	Steve Shipp, CPT	1	5	6	4	11	0.127	6	4	0	0
3.5	John Beaulieu	2	4	6	5	11	0.313	7	3	2	0
3.0	Larry Keefe	4	1	5	9	4	0.830	5	8	2	3
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.81	22	23	45	101	96				

3 Recycles Remaining		Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
								W	L	W	L
HC	Benchwarmers	W	L		W	L		W	L	W	L
7.0	Rick Boyer	4	2	6	23	14	0.687	16	13	0	0
5.5	Jim Roberts	6	2	8	22	15	0.790	14	9	1	0
5.0	Forrest Aeppli, CPT	2	1	3	10	7	0.677	4	3	0	0
5.0	Justin Becker	3	2	5	11	12	0.610	9	4	0	0
4.5	Eric Van Selow	1	2	3	7	8	0.323	9	9	0	0
4.0	Dan Benson	2	2	4	9	9	0.500	5	6	0	0
2.5	Jeremy Driver	1	6	7	5	17	0.093	0	0	0	0
2.5	Ellie Heinly, Co-CPT	2	4	6	6	9	0.313	3	6	0	0
2.0	Ike Aeppli	0	3	3	1	6	(0.030)	3	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.22	21	24	45	94	97				

3 Recycles Remaining		Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
								W	L	W	L
HC	Chicks	W	L		W	L		W	L	W	L
7.0	Mike Hodge	3	1	4	16	13	0.770	0	0	0	0
6.5	Sean Gallagher	4	0	4	19	7	1.040	11	9	0	0
6.0	Fred Brodbeck	2	3	5	13	18	0.390	11	11	2	2
6.0	Mike Blazevic	2	3	5	14	15	0.390	5	3	0	0
6.0	Frank Moore, CO-CPT	2	3	5	14	13	0.390	9	7	1	0
5.0	Tom Honaker	0	2	2	6	7	(0.020)	3	5	0	0
4.5	Kathy Blosser	6	1	7	18	7	0.907	7	9	0	0
4.0	Alek Bittinger	4	1	5	13	6	0.830	4	6	0	0
2.5	Kerrin Lutz	3	5	8	8	15	0.355	12	14	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.28	26	19	41	121	101				

		Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
								W	L	W	L
HC	Heavy Hitters	W	L		W	L		W	L	W	L
5.5	Raul Vargas	2	4	6	12	21	0.313	7	5	0	0
4.5	Manuel Perez	3	2	5	9	8	0.610	0	0	0	0
4.5	Miguel Rodriguez	4	2	6	15	12	0.687	4	9	0	0
4.5	Ezequiel Rodriguez, CO-CPT	4	3	7	18	18	0.581	9	7	0	0
4.0	Matt Suarez, CPT	3	3	6	11	15	0.500	7	8	0	0
4.0	Salvatore Russo	4	2	6	13	11	0.687	3	5	0	0
3.5	Dylan Leshner	1	2	3	2	7	0.323	0	0	0	0
2.5	Julio Soriano	1	2	3	3	4	0.323	3	6	0	0
2.5	Daniel Rodriguez	2	1	3	4	4	0.677	4	7	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		3.94	24	21	45	87	100				

2 Recycles Remaining								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
HC	Hustlers & Babes	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
7.5	Duck Nornhold	2	2	4	15	13	0.500	12	5	2	0
7.5	Ron Straw	1	2	3	9	9	0.323	10	7	1	0
6.5	Larry Fagan	3	3	6	18	15	0.500	7	4	0	3
6.5	Josh Reynolds	2	2	4	15	13	0.500	9	9	1	1
3.5	Todd Quigley	4	3	7	11	15	0.581	6	8	0	1
3.5	Clarence Marsh, CPT	1	6	7	5	18	0.093	10	16	3	1
3.5	Robert Hurt	2	1	3	4	5	0.677	3	6	2	0
3.5	Stephanie Ozimac	4	2	6	8	5	0.687	12	13	2	2
2.0	Zach Fleming	3	2	5	7	7	0.610	1	7	1	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.89	22	23	45	92	100				

3 Recycles Remaining								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
HC	Just FOCUS	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
7.5	Dave Burd	5	1	6	27	9	0.873	8	4	1	1
6.0	Terry Ballent	1	2	3	8	8	0.323	8	5	0	0
5.5	Pete Radell	1	3	4	9	14	0.230	6	5	2	1
4.5	Jay Carey	2	7	9	22	31	0.172	9	6	0	3
3.5	John Linn	2	1	3	5	5	0.677	6	10	0	2
3.5	Donnie Mull	2	2	4	6	5	0.500	6	3	0	1
3.5	Scott Minnich, CPT	5	2	7	12	11	0.744	6	5	0	2
3.0	Nick Ellis	4	5	9	10	12	0.434	6	7	0	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.63	22	23	45	99	95				

3 Recycles Remaining								Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
HC	Making Our Luck	Match		Matches Played This Session	Games		MVP Score	W	L	W	L
		W	L		W	L					
7.5	Ed Kearney	3	2	5	19	13	0.610	23	6	3	2
6.0	Dakota Miller	3	1	4	16	5	0.770	6	2	1	3
5.5	Tim Meise	5	0	5	20	5	1.050	10	11	2	2
5.0	Brian Minnich	3	3	6	15	16	0.500	11	19	3	2
5.0	Anthony Cressler, CPT	3	5	8	18	22	0.355	13	15	2	3
3.5	Liz Christian	2	4	6	6	13	0.313	12	5	1	1
2.5	Aaron Neely	3	1	4	7	3	0.770	4	3	0	1
2.5	Crystal Johnson	2	5	7	7	14	0.256	7	4	1	1
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		4.69	24	21	45	108	91				

HC	Middletown Moose	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
		W	L		W	L		W	L	W	L
		6.5	Jonathan Searfoss	4	2	6	24	18	0.687	5	8
5.5	Tobe Toberman	1	5	6	12	20	0.127	8	4	0	0
5.0	John Deasy	4	3	7	22	22	0.581	7	8	0	0
4.0	Brian Crow, CPT	5	3	8	21	11	0.645	5	10	0	0
3.5	Kenny Lambert	0	2	2	2	7	(0.020)	0	0	0	0
3.5	Shelli Searfoss	4	3	7	11	8	0.581	8	3	0	0
3.0	Sue Hough	2	0	2	4	2	1.020	4	4	0	0
2.5	Vince Crone	0	3	3	1	7	(0.030)	2	9	0	0
2.0	Melissa Bowman	2	2	4	6	4	0.500	5	5	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		3.94	22	23	45	103	99				

HC	Rack Em Up	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
		W	L		W	L		W	L	W	L
		3 Recycles Remaining									
7.5	Rikki Johnson	1	3	4	8	12	0.230	17	4	1	3
7.5	Kyle Gamble	1	2	3	11	8	0.323	6	3	3	0
6.0	Tim Witmyer	3	4	7	22	23	0.419	9	4	2	1
6.0	Kevin Marroquin	3	1	4	12	7	0.770	12	8	1	1
5.5	Kelly Norris	3	1	4	15	7	0.770	5	6	1	1
5.5	Brian Hogentogler	4	3	7	18	16	0.581	7	10	2	2
4.5	Ed Croco	4	3	7	14	10	0.581	6	5	0	2
2.0	Marcia Yost	3	2	5	7	8	0.610	8	11	0	4
2.0	Tammy Norris	3	1	4	6	3	0.770	3	9	1	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		5.17	25	20	45	113	94				

HC	Zero Fux Given	Match		Matches Played This Session	Games		MVP Score	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 33 Invitational	
		W	L		W	L		W	L	W	L
		No Recycles Remaining									
5.0	Tone Brubacher	5	4	9	25	34	0.566	9	7	0	0
5.0	Chae Kim	1	1	2	6	7	0.500	5	3	0	0
4.5	Brian Wilson	2	5	7	13	18	0.256	2	8	0	0
3.5	Mike Keisling	2	6	8	9	26	0.210	7	10	0	0
3.0	Monica Reinnagel	2	8	10	11	26	0.140	10	6	0	0
2.5	Jacqui Hiemstra, CPT	3	0	3	6	1	1.030	4	6	0	0
2.0	Duane Rider	2	4	6	7	10	0.313	2	9	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC		3.64	17	28	45	77	122				

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

Beginning with the Summer '22 session, PACS will be adopting the BCA rule regarding "8 on break"...

If the 8-ball is pocketed on the break without a foul occurring, the player breaking may

- a) have the 8-ball spotted and accept the table in position.
- b) have the balls re-racked and break again.

If the 8-ball is pocketed on the break and a foul occurs, the "breaker's" inning ends. Opponent may

- a) have the 8-ball spotted and take ball in hand.
- b) have the balls re-racked and break again.

If the 8-ball is pocketed on the break but it is not noticed until after another shot has been taken, (regardless of whether or not a ball was pocketed), the game will be replayed with the player who broke the game breaking again.

A player who meets the minimum number of matches to qualify for postseason must be on the roster they qualified for at session end to play in postseason.

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 **\$ 450**

If the team match is going very quickly, the 5th match does not have to start until 9:40 PM **in the event that one 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 are not permitted 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.*

MVP Rules - 8 total matches required to win MVP (This division, this session)

Each player will have an "MVP Score" on the standings. It is calculated as follows.....

$(\text{Match wins} / \text{Matches Played}) + ((\text{Matches Won} - \text{Matches Lost}) \times .01)$

Example... A Player with a 10-2 Record would have an MVP score of

$(10/12) + ((10-2) \times .01) = .833 + (8 \times .01) = .833 + .08 = \underline{.913}$

In the event of a tie, tiebreakers are as follows...

- 1) Head to Head. ***2) 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.