Week 10 8/16/22

PACS PA CUE SPORTS

Summer '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.

	Win %	Matches W	-	L	LAST WEEK	AVG W	L	HC	Home Location	Week 10 Opponent **Home Team if in CAPS**
Chicks	**0.600**	27	-	18	3-2	125	104	4.3	Chicks Hummelstown Tavern	silent assassins
Middletown Moose	**0.600**	27	-	18	4-1	110	99	4.4	Middletown Moose	**BENCHWARMERS**
Hustlers & Babes	**0.556**	25	-	20	4-1	107	97	4.8	The Pour House	**JUST FOCUS**
Benchwarmers	**0.550**	22	-	18	--	108	89	4.6	Dutch Club, Steelton	middletown moose
Just FOCUS	**0.511**	23	-	22	2-3	112	103	4.8	The Pour House	hustlers & babes
Silent Assassins	**0.489**	22	-	23	1-4	113	106	5.1	Gilligans on Eisenhower	**CHICKS**
Heavy Hitters	**0.489**	22	-	23	1-4	90	117	4.2	Angies	making our luck
Making Our Luck	**0.422**	19	-	26	2-3	110	117	5.0	Angies	**HEAVY HITTERS**
Angie's Dogs	**0.400**	18	-	27	3-2	89	113	4.3	Angies	**BUSBOYS**
Busboys	**0.375**	15	-	25	--	89	108	4.8	Angies	angies dogs
		220		220		1053	1053	4.6		

Benchwarmers vs Busboys scheduled match for 8/9/22 to be rescheduled

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	MATCH W	L	TOTAL #	GAME W	L
6.5	Ken McPherson	4	0	4	20	6
6.0	MK Thapa	1	4	5	11	23
6.0	Pete Mavropoulos	3	2	5	17	12
3.5	Kevin Joy	2	5	7	9	19
3.5	Alfredo Cortes	1	4	5	7	14
3.5	Mike Minahan	1	2	3	5	9
3.5	Larry Keefe	4	3	7	10	9
3.0	Steve Shipp, CPT	1	3	4	4	12
3.0	John Beaulieu	1	4	5	6	9
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L	4.3	18	27		89	113

S/L	Heavy Hitters	MATCH W	L	TOTAL #	GAME W	L
5.5	Jim Roberts, CPT	3	5	8	17	29
5.0	Craig Seilhamer	4	2	6	21	14
4.5	Alicia Stevens	2	3	5	11	15
4.5	Miguel Rodriguez	3	3	6	13	19
4.0	Matt Suarez,Co-CPT	1	5	6	5	14
4.0	Ezequiel Rodriguez	4	2	6	10	14
3.5	Julio Soriano	3	1	4	8	4
3.5	Ken Meslinn Jr	2	2	4	5	8
3.0	Daniel Rodriguez	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.2	22	23		90	117

S/L	Just F.O.C.U.S.	MATCH W	L	TOTAL #	GAME W	L
6.5	Terry Ballent	5	3	8	26	24
6.5	Brian Hogentogler	2	2	4	12	11
5.5	Pete Radell	4	5	9	23	25
4.5	Scott Minnich, CPT	3	0	3	10	4
4.5	Wade Brodbeck	4	2	6	17	10
4.0	Eddie Polston	0	0	0	0	0
3.5	John Linn	1	3	4	5	9
3.5	Nick Ellis	3	5	8	11	14
	Open Stats	1	2	3	8	6
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.8	23	22		112	103

S/L	Chicks	MATCH W	L	TOTAL #	GAME W	L
5.5	Sean Gallagher	5	4	9	28	26
5.5	Colleen Shoop	4	2	6	19	14
5.5	Frank Moore, C0-CPT	3	1	4	18	9
5.0	Tom Honaker	3	4	7	21	16
5.0	Kathy Blosser	5	2	7	21	18
3.5	Brad Saksek	4	1	5	9	3
2.5	Nate Berkebile	1	2	3	3	8
2.0	Kerrin Lutz	2	2	4	6	10
	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	27	18		125	104

NO RECYCLES REMAINING

S/L	Making Our Luck	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.5	Ed Kearney	1	3	4	13	15
5.0	Dakota Miller	0	3	3	3	12
5.0	Shane Wingler, CPT	4	6	10	31	28
4.5	Patrick Shoop	0	1	1	2	3
4.5	Brian Minnich	4	5	9	20	19
4.5	Anthony Cressler	5	4	9	20	20
4.0	Scott Wallace	5	3	8	21	16
	Open Stats	0	1	1	0	4
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	5.0	19	26		110	117

S/L	Hustlers And Babes	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	Duck Nornhold	5	0	5	25	6
7.0	Ron Straw	2	1	3	12	9
6.0	Larry Fagan	3	3	6	16	17
6.0	Josh Reynolds	3	1	4	15	7
4.0	Clarence Marsh, CPT	2	3	5	7	14
3.5	Todd Quigley	2	5	7	12	20
3.5	Stephanie Ozimac	5	0	5	11	4
3.0	Levi Lupton	2	4	6	7	13
3.0	Robert Hurt	1	3	4	2	7
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.8	25	20		107	97

S/L	Middletown Moose	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
6.5	Jonathan Searfoss	2	5	7	18	31
6.0	John Deasy	7	1	8	31	15
5.5	Shane Waechter	4	1	5	18	8
5.0	Chuck Miller	0	0	0	0	0
4.5	Tobe Toberman	4	1	5	15	9
4.5	Brian Crow, CPT	4	2	6	12	10
3.5	Shelli Searfoss	1	5	6	4	13
2.5	Vince Crone	3	1	4	7	4
2.0	Sue Hough	2	2	4	5	9
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.4	27	18		110	99

S/L	Busboys	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	Rikki Johnson	2	3	5	15	14
7.0	Ken Kuhn	2	2	4	11	11
7.0	Kyle Gamble	4	0	4	20	9
5.5	Kevin Marroquin	1	2	3	6	10
5.5	Kelly Norris	1	4	5	15	18
4.0	Ed Croco,CPT	2	6	8	13	21
3.0	Alli Bishop	0	1	1	0	2
2.5	Marcia Yost	3	3	6	8	11
2.0	Tammy Norris	0	4	4	1	12
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	4.8	15	25		89	108

2 Recycles Remaining

S/L	Benchwarmers	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	Rick Boyer	6	1	7	32	12
5.5	Forrest Aeppli, CPT	2	0	2	10	5
5.5	Chad Sweisfort	3	3	6	18	18
5.0	Justin Becker	2	4	6	16	18
5.0	Dan Benson	3	3	6	13	14
3.5	Donnie Mull	3	3	0	9	9
3.0	Ellie Heinly, Co-Cpt	2	1	0	6	4
2.0	Ike Aeppli	1	3	0	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	4.6	22	18		108	89

S/L	Silent Assassins	MATCH W	MATCH L	TOTAL #	GAME W	GAME L
7.0	James Shafer, Co-Cpt	2	3	5	17	17
7.0	Kevin Bryner	4	0	4	20	6
6.0	El Voughs	1	2	3	9	9
6.0	Gerard Madden	0	3	3	2	12
5.0	Del Madden, CPT	2	2	4	12	9
4.0	Mike Bretz	2	3	5	11	12
4.0	Paul Ramsey	4	4	8	17	19
3.5	Jeff Washington	2	4	6	10	11
3.5	Liz Christian	5	2	7	15	11
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L	5.1	22	23		113	106

Only (1) "7.5" can play for a 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 occuring, 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 repect 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 **$ 600**

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.*

Players must play a minimum of **7** 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***	
Ed Kearney	2	Kyle Gamble	2
		Ed Kearney	2
		Larry Fagan	
		Ken McPherson	
		Jonathon Searfoss	
		Alicia Stevens	
		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.