Week 12 5/27/25

PACS PA CUE SPORTS Spring '25 (Mosconi)

	Win %	Match W	Match L	Last Week	Games W	Games L	AVG HC	Home Location
Angies Dogz	**0.600**	33	22	1-4	146	110	5.00	Angies Diner
Making Our Luck	**0.545**	30	25	3-2	151	130	5.11	Angies Diner
Zero Fux Given	**0.527**	29	26	3-2	93	113	3.86	The Dutch Club
Chicks	**0.509**	28	27	4-1	155	124	4.72	Chicks Tavern
Hustlers & Babes	**0.491**	27	28	1-4	129	127	4.33	The Pour House
Heavy Hitters	**0.491**	27	28	4-1	112	128	4.22	Angies Diner
Middletown Moose	**0.436**	24	31	2-3	108	146	3.83	Middletown Moose
Rack Em Up	**0.400**	22	33	2-3	114	130	4.56	Angies Diner
		220	220		1008	1008	4.45	

Week 12 Matchups (5/27/25)
Home Team if in **CAPS**

HUSTLERS & BABES	
heavy hitters	
CHICKS	
zero fux given	
angies dogz	
MAKING OUR LUCK	
RACK EM UP	
middletown moose	

After the session, the #3 and #4 seeds will play each other in a "play-in" match to determine the final team from this division to earn an automatic bid to the PACS 37 Invitational.

Team rosters in red have a captain who is significantly in 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.

3 Recycles Remaining

HC	Angies Dogz	Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 36 Invitational W	Tournament Match Record in PACS 36 Invitational L
7.5	Stephen Weaver	4	1	5	21	10	0.830	4	2	0	0
7.5	Rick Boyer	5	2	7	29	19	0.744	5	5	0	0
6.0	Kevin Joy	3	3	6	21	16	0.500	16	8	2	2
6.0	Pete Mavropoulos	4	1	5	22	11	0.830	2	6	0	0
4.5	Alfredo Cortes	7	3	10	25	21	0.740	15	17	0	2
3.5	Larry Keefe	4	3	7	11	11	0.581	6	10	0	0
2.5	John Beaulieu	3	4	7	6	9	0.419	6	6	0	0
2.5	Steve Shipp, CPT	3	5	8	11	13	0.355	4	6	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	5.00	33	22	55	146	110					

3 Recycles Remaining

Chicks

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 36 Invitational W	Tournament Match Record in PACS 36 Invitational L
7.0	Mike Hodge	5	2	7	27	22	0.744	6	6	1	1
6.0	Mike Blazevic	4	4	8	26	25	0.500	6	5	2	0
5.5	Frank Moore, C0-CPT	1	0	1	4	3	1.010	12	7	0	3
5.5	Fred Brodbeck	3	3	6	21	14	0.500	12	11	2	3
5.0	Kevin McDaniel	2	1	3	10	8	0.677	0	0	0	0
4.5	Kathy Blosser	6	5	11	32	17	0.555	10	7	0	2
3.5	Ben Baker	0	4	4	6	10	(0.040)	0	0	0	0
3.5	Dan Karlow	5	4	9	17	11	0.566	8	6	2	0
2.0	Kerrin Lutz	1	2	3	3	4	0.323	5	3	0	1
	Open Stats	1	2	3	9	10					
	Forfeits										
	Penalty Points										
AVERAGE HC 4.72		28	27	40	155	124					

3 Recycles Remaining

Heavy Hitters

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 36 Invitational W	Tournament Match Record in PACS 36 Invitational L
5.5	Raul Vargas	4	5	9	26	25	0.434	8	7	3	1
5.0	Matt Arcuri	1	3	4	10	13	0.230	0	0	0	0
5.0	Matt Suarez,CPT	4	3	7	19	20	0.581	9	6	0	2
4.5	Jose Soto	4	4	8	14	22	0.500	8	6	2	2
4.5	Miguel Rodriguez	2	3	5	8	12	0.390	5	7	0	1
4.5	Ezequiel Rodriguez, CO-CPT	7	3	10	21	16	0.740	5	11	4	1
3.5	Salvatore Russo	0	2	2	1	7	(0.020)	7	5	1	1
3.0	Manuel Perez	5	4	9	13	11	0.566	7	4	1	1
2.5	Julio Soriano	0	1	1	0	2	(0.010)	0	0	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC 4.22		27	28	55	112	128					

No Recycles Remaining

Hustlers & Babes

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 36 Invitational W	Tournament Match Record in PACS 36 Invitational L
6.5	Duck Nornhold	4	2	6	23	17	0.687	9	6	1	2
6.0	Ron Straw	5	3	8	33	23	0.645	14	11	2	2
6.0	Justin Becker	1	1	2	6	4	0.500	2	4	0	0
4.0	Jay Carey	3	6	9	15	23	0.303	8	8	0	0
4.0	Michael Arocho	0	2	2	2	5	(0.020)	0	0	0	1
4.0	Todd Quigley	2	1	3	6	5	0.677	11	10	0	0
3.5	Stephanie Ozimac, CPT	2	2	4	5	10	0.500	14	8	2	2
3.0	Robert Hurt	3	4	7	9	10	0.419	2	7	0	0
2.0	Zach Fleming	3	2	5	8	7	0.610	2	10	0	0
	Open Stats	4	5	9	22	23					
	Forfeits										
	Penalty Points										
AVERAGE HC 4.33		27	28	55	129	127					

Making Our Luck

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 36 Invitational W	Tournament Match Record in PACS 36 Invitational L
7.5	Ed Kearney	2	2	4	13	10	0.500	6	5	0	0
6.5	Shane Wingler	6	1	7	30	16	0.907	0	0	0	0
6.0	Dakota Miller	3	2	5	17	14	0.610	6	4	0	0
6.0	Tim Meise	1	1	2	6	5	0.500	3	4	0	0
5.0	Brian Minnich	1	5	6	13	20	0.127	6	7	0	0
5.0	Anthony Cressler, CPT	4	5	9	26	28	0.434	7	7	0	0
4.5	Scott Wallace	5	5	10	28	21	0.500	12	6	0	0
3.0	Liz Christian	4	2	6	9	7	0.687	10	9	0	1
2.5	Crystal Johnson	4	2	6	9	9	0.687	3	7	0	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVERAGE HC	5.11	30	25	55	151	130					

Middletown Moose

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 36 Invitational W	Tournament Match Record in PACS 36 Invitational L
6.5	Jonathan Searfoss	2	6	8	27	32	0.210	9	4	0	0
5.0	Ron Sullivan	1	5	6	9	25	0.127	5	3	0	0
5.0	John Deasy	4	5	9	20	30	0.434	6	7	0	0
4.0	Brian Crow, CPT	4	4	8	15	20	0.500	8	7	0	0
4.0	Mike Moore	4	3	7	15	12	0.581	4	5	0	0
3.0	Shelli Searfoss	2	4	6	5	11	0.313	6	7	0	0
2.5	Sue Hough	1	3	4	4	8	0.230	2	7	0	0
2.5	Vince Crone	4	0	4	8	3	1.040	2	4	0	0
2.0	Melissa Bowman	2	1	3	5	5	0.677	3	4	0	0
	Open Stats	0	0	0	0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC	3.83	24	31	55	108	146					

3 Recycles Remaining

Rack Em Up

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	Match Record Last Session (Monday & Tuesday) L	Tournament Match Record in PACS 36 Invitational W	Tournament Match Record in PACS 36 Invitational L
7.5	Rikki Johnson	3	4	7	25	17	0.419	10	1	0	2
6.0	Brian Hogentogler	3	3	6	22	19	0.500	9	8	1	1
6.0	Kelly Norris	2	3	5	14	18	0.390	2	6	1	1
6.0	Kevin Marroquin	3	4	7	19	21	0.419	14	10	0	0
4.0	Ed Croco	2	5	7	9	14	0.256	7	7	3	0
3.5	Mike Minahan	1	4	5	4	11	0.170	7	3	2	1
3.0	Tammy Norris	2	3	5	5	7	0.390	6	3	0	3
3.0	Joe Kieres	4	2	6	9	9	0.687	2	5	0	0
2.0	Terri Snyder	2	2	4	5	8	0.500	0	0	0	0
	Open Stats	0	3	3	2	6					
	Forfeits										
	Penalty Points										
AVERAGE HC	4.56	22	33	55	114	130					

2 Recycles Remaining		Match		Matches Played This Session	Games		MVP	Match Record Last Session (Monday & Tuesday)		Tournament Match Record in PACS 36 Invitational	
HC	Zero Fux Given	W	L		W	L	Score	W	L	W	L
5.5	Pete Radell	2	4	6	13	19	0.313	6	6	0	0
5.0	Tone Brubacher	5	3	8	19	23	0.645	4	9	0	0
4.5	Mike Keisling	5	5	10	21	21	0.500	5	7	0	0
3.5	Bryan Shirk	9	0	9	19	4	1.090	3	11	0	0
3.0	Monica Reinnagel	3	5	8	8	20	0.355	9	7	0	0
3.0	Nick Ellis	5	5	10	12	15	0.500	8	11	0	0
2.5	Jacqui Hiemstra, CPT	0	4	4	1	11	(0.040)	0	0	0	0
	Open Stats	0	0	0	0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC	3.86	29	26	55	93	113					

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 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 any handicap it deems fair and in the best interests of the league as a whole.

The winner of this division will receive a projected **$ 320**

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 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 in this division 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. League office reserves the right to bring players who are switching teams in at whatever skill level it deems fair. Example.. Bernie is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, he decides he wants to play for the team that is in first place. The league office can bring Bernie back on to the first place team at whatever skill level it deems necessary in maintaining integrity within the league.

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. The "named beneficiary" of a forfeit win must be present at the match and all other normal rules regarding recycling must be followed. For example, if "Player A" played once and no other players were recycled on the team that night, the team could use one of their alotted (4) recycles for "Player A" so they would receive credit for (2) matches played in regards to postseason eligibility, but that extra match will be listed in the "forfeits" column, not credited as a win to the named beneficiary.

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 $18 for that match. The $18 includes the $9 for the opposng team that is benefitting from the forfeit.
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.

In the last week of the session (the "seeding round") some matches are more meaningful than others in terms of what is at stake. If it appears that a team is forfeiting in the last week for the primary purpose of finishing in a higher position (in the final standings) than its opponent, the league may at its discretion treat forfeit wins as a full point instead of .7 wins for the team that is the beneficiary of the forfeit. Example.. Going into the final week, Team A is 43-42 and they are playing Team B who has a 42-43 record.

After the first 4 matches played in week 18, the teams are tied 2-2. If team A would forfeit the last match, it is likely that Team B would be awarded a full point for the forfeit win instead of only .7 wins in this instance.

Break And Funs This Week

Break And Funs This Session

Mike Hodge	3
Ed Kearney	2
Ron Straw	2
Fred Brodbeck	
Kevin Joy	

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)

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

(Match wins/ Matches Played) + ((Matches Won-Matches Lost) x .01)

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

(10/12) + ((10-2) x .01) = .833 + (8 x .01) = .833 + .08 = **.913**

In the event of a tie, tiebreakers are as follows…
1) Head to Head. ***2) Average win/loss margin per match***
3) 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.