



Week 2 11/8/22

Fall - Winter '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		LAST WEEK	AVG		HC	Home Location	Week 2 Opponent
		W	L		W	L			Home Team if in CAPS
Silent Assassins	1.000	5	0	5-0	18	10	5.1	Gilligans on Eisenhower	HEAVY HITTERS
Just FOCUS	1.000	5	0	5-0	16	1	4.8	The Pour House	making our luck
Making Our Luck	0.800	4	1	4-1	17	5	4.8	Angies	JUST FOCUS
Angie's Dogs	0.600	3	2	3-2	13	12	4.4	Angies	CHICKS
Middletown Moose	0.600	3	2	3-2	12	16	4.4	Middletown Moose	RACK EM UP
Rack Em Up	0.400	2	3	2-3	12	13	4.9	Angies	middletown moose
Benchwarmers	0.400	2	3	2-3	16	12	4.4	Old Coaly Pub & Grill, Middletown	hustlers & babes
Heavy Hitters	0.200	1	4	1-4	5	17	4.4	Angies	silent assassins
Chicks	0.000	0	5	0-5	10	18	4.9	Chicks Hummelstown Tavern	angies dogs
Hustlers & Babes	0.000	0	5	0-5	1	16	4.6	The Pour House	BENCHWARMERS
		25	25		120	120	4.7		

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 TOTAL			GAME	
		W	L	#	W	L
7.0	Ken McPherson	0	1	1	3	5
6.5	Pete Mavropoulos	0	0	0	0	0
6.0	MK Thapa	0	1	1	2	5
4.0	Larry Keefe	0	0	0	0	0
4.0	Kevin Joy	1	0	1	3	1
3.5	Mike Minahan	1	0	1	3	1
3.0	Alfredo Cortes	1	0	1	2	0
3.0	Steve Shipp, CPT	0	0	0	0	0
3.0	John Beaulieu	0	0	0	0	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0.0	0	0	0
	Penalty Points	0	0	0		
AVERAGE S/L		4.4	3	2	13	12

S/L	Heavy Hitters	MATCH TOTAL			GAME	
		W	L	#	W	L
6.0	Jim Roberts, CPT	0	1	1	2	4
5.5	Craig Seilhamer	0	1	1	0	4
5.0	Alicia Stevens	0	0	0	0	0
4.5	Miguel Rodriguez	0	0	0	0	0
4.5	Ezequiel Rodriguez	0	0	0	0	0
4.0	Matt Suarez, Co-CPT	1	0	1	3	1
4.0	Ken Meslinn Jr	0	1	1	0	3
3.5	Julio Soriano	0	1	1	0	5
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		4.4	1	4	5	17

S/L	Just F.O.C.U.S.	MATCH TOTAL			GAME	
		W	L	#	W	L
7.5	Dave Burd	1	0	1	5	0
6.5	Terry Ballent	1	0	1	5	1
6.0	Pete Radell	0	0	0	0	0
4.5	Scott Minnich, CPT	0	0	0	0	0
4.5	Wade Brodbeck	0	0	0	0	0
3.5	John Linn	1	0	1	2	0
3.0	Jay Carey	1	0	1	2	0
3.0	Nick Ellis	1	0	1	2	0
	Open Stats	0	0	0	0	0
	Forfeits	0	0	0	0	0
	Penalty Points	0	0	0	0	0
AVERAGE S/L		4.8	5	0	16	1

S/L	Chicks	MATCH TOTAL			GAME	
		W	L	#	W	L
6.5	Fred Brodbeck	0	1	1	3	5
6.0	Colleen Shoop	0	0	0	0	0
6.0	Sean Gallagher	0	0	0	0	0
5.0	Frank Moore, Co-CPT	0	1	1	3	4
5.0	Tom Honaker	0	1	1	2	4
4.5	Kathy Blosser	0	1	1	0	3
4.5	Brad Saksek	0	1	1	2	2
2.0	Kerrin Lutz	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		4.9	0	5	10	18

S/L	Making Our Luck	MATCH TOTAL			GAME	
		W	L	#	W	L
7.5	Ed Kearney	1	0	1	5	0
5.5	Jack Finney	0	0	0	0	0
5.0	Tim Meise	1	0	1	4	0
5.0	Shane Wingler, CPT	0	0	0	0	0
5.0	Anthony Cressler	1	0	1	4	2
4.5	Patrick Shoop	0	0	0	0	0
4.5	Brian Minnich	1	0	1	3	0
4.0	Dakota Miller	0	0	0	0	0
2.5	Crystal Johnson	0	1	1	1	3
	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	4	1	17	5

S/L	Middletown Moose	MATCH TOTAL			GAME	
		W	L	#	W	L
6.5	John Deasy	0	0	0	0	0
6.5	Jonathan Searfoss	1	0	1	5	4
6.0	Shane Waechter	0	0	0	0	0
4.5	Tobe Toberman	0	1	1	1	5
4.5	Brian Crow, CPT	0	1	1	2	4
3.5	Shellie Searfoss	1	0	1	2	1
3.0	Vince Crone	0	0	0	0	0
3.0	Melissa Fazzolari	0	0	0	0	0
2.5	Sue Hough	1	0	1	2	2
	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	3	2	12	16

S/L	Benchwarmers	MATCH TOTAL			GAME	
		W	L	#	W	L
7.0	Rick Boyer	1	0	1	5	1
5.5	Forrest Aeppli, CPT	0	1	1	4	5
5.0	Chad Sweisfort	1	0	1	4	2
5.0	Justin Becker	0	0	0	0	0
4.5	Dan Benson	0	0	0	0	0
3.5	Donnie Mull	0	1	1	2	2
3.0	Ellie Heinly, Co-Cpt	0	1	1	1	2
2.0	Ike Aeppli	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		4.4	2	3	16	12

3 Recycles Remaining						
S/L	Hustlers And Babes	MATCH TOTAL			GAME	
		W	L	#	W	L
7.0	Duck Nornhold	0	0	0	0	0
6.5	Ron Straw	0	0	0	0	0
6.0	Larry Fagan	0	1	1	1	5
5.5	Josh Reynolds	0	1	1	0	5
4.0	Clarence Marsh, CPT	0	2	2	0	4
3.5	Todd Quigley	0	1	1	0	2
3.0	Stephanie Ozimac	0	0	0	0	0
3.0	Robert Hurt	0	0	0	0	0
2.5	Zach Fleming	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		4.6	0	5	1	16

S/L	Rack Em Up	MATCH TOTAL			GAME	
		W	L	#	W	L
7.5	Kyle Gamble	0	0	0	0	0
6.5	Rikki Johnson	1	0	1	5	2
6.5	Brian Hogentogler	1	0	1	5	3
5.0	Kevin Marroquin	0	1	1	1	3
5.0	Kelly Norris	0	1	1	1	3
4.0	Ed Croco, CPT	0	0	0	0	0
2.5	Marcia Yost	0	1	1	0	2
2.0	Tammy Norris	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		4.9	2	3	12	13

S/L	Silent Assassins	MATCH TOTAL			GAME	
		W	L	#	W	L
7.5	Kevin Bryner	1	0	1	5	3
6.5	James Shafer, Co-Cpt	0	0	0	0	0
5.5	El Voughs	0	0	0	0	0
5.5	Del Madden, CPT	1	0	1	4	3
5.0	Paul Ramsey	1	0	1	4	2
5.0	Mike Bretz	1	0	1	3	0
4.0	Jeff Washington	0	0	0	0	0
3.5	Ryan Trafecanty	0	0	0	0	0
3.5	Liz Christian	1	0	1	2	2
	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	5	0	18	10

If Team A names a "Blind" (not literal) player, Team B may name their player and switch it as many times as they wish as long as it is done within the required 5 minutes that they have to start the match.

The "breaking" player may either rack for themselves or may choose to have their opponent rack. The person **RACKING** may use whichever rack they wish (template, wood, metal, or plastic).

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 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.

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.

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 **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.

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

Rick Boyer
Dave Burd
Ed Kearney

Break And Funs This Session

Rick Boyer
Dave Burd
Ed Kearney

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.