Week 4 11/3/26

Fall '26 (Mosconi)

	Win %	Match W	Match L	Last Week	Games W	Games L	AVG HC	Home Location	Week 4 Matchups Home Team if in **CAPS**
Making Our Luck	**0.667**	10	5	3-2	46	31	4.94	The Hose	**HEAVY HITTERS**
Heavy Hitters	**0.667**	10	5	4-1	38	33	4.50	Angies Diner	making our luck
Eye Of The Storm	**0.667**	10	5	4-1	44	33	4.56	The Pour House	**ZERO FUX GIVEN**
Zero Fux Given	**0.467**	7	8	2-3	31	41	4.22	Bressler Club	eye of the storm
Middletown Moose	**0.467**	7	8	3-2	34	38	3.61	Middletown Moose	angies dogz
Chicks	**0.400**	6	9	2-3	36	44	5.00	Chicks Tavern	**RACK EM UP**
Angies Dogz	**0.400**	6	9	1-4	34	42	4.44	Angies Diner	**MIDDLETOWN MOOSE**
Rack Em Up	**0.267**	4	11	1-4	37	38	4.94	Angies Diner	chicks
		60	60		300	300	4.53		

Reminder that dues are now $10

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.

4 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 39 Invitational W	Tournament Match Record in PACS 39 Invitational L
7.5	Rick Boyer	1	2	3	9	13	0.323	19	12	1	4
6.0	Kevin Joy	3	0	3	12	4	1.030	8	16	2	2
5.0	Eric Van Selow	1	1	2	6	8	0.500	10	8	2	1
4.5	Alex Knapp	0	1	1	1	3	(0.010)	0	0	0	0
4.0	Alfredo Cortes	0	2	2	2	6	(0.020)	4	7	3	0
3.5	Larry Keefe	1	1	2	3	4	0.500	8	7	1	2
2.5	Steve Shipp, CPT	0	1	1	1	2	(0.010)	4	8	0	1
2.5	John Beaulieu	0	1	1	0	2	(0.010)	1	7	0	1
	Open Stats	0	0		0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC 4.44		6	9	15	34	42					

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 39 Invitational W	Tournament Match Record in PACS 39 Invitational L
7.0	Bruce Lenker	0	1	1	4	5	(0.010)	14	6	0	0
6.0	Cody Yeager	0	1	1	4	4	(0.010)	4	2	0	0
5.5	Ethan Miller	1	2	3	9	9	0.323	6	4	3	0
5.5	Frank Moore, C0-CPT	0	1	1	3	4	(0.010)	10	7	0	0
5.5	Fred Brodbeck	1	1	2	4	6	0.500	9	6	2	2
4.5	Kathy Blosser	0	2	2	2	8	(0.020)	9	8	3	1
4.5	Sean Gallagher	0	0	0	0	0	#DIV/0!	4	8	2	3
4.0	Kurt Steirer	1	1	2	4	4	0.500	9	12	2	2
2.5	Kim Steirer	3	0	3	6	4	1.030	9	13	0	3
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	5.00	6	9	15	36	44					

4 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 39 Invitational W	Tournament Match Record in PACS 39 Invitational L
7.0	Jeff Richardson	2	1	3	13	9	0.677	3	5	0	0
5.0	Pete Mavropoulos	0	0	0	0	0	#DIV/0!	0	1	0	0
5.0	Ezequiel Rodriguez, CO-CPT	0	0	0	0	0	#DIV/0!	13	7	0	0
4.5	Jose Soto	2	0	2	6	3	1.020	7	5	0	0
4.5	Matt Suarez,CPT	0	2	2	3	8	(0.020)	6	6	0	0
4.5	Reynaldo Rosa	3	0	3	9	5	1.030	9	7	0	0
4.0	Miguel Rodriguez	0	0	0	0	0	#DIV/0!	2	5	0	0
3.5	Juan Velez	1	1	2	2	5	0.500	1	3	0	0
2.5	Manuel Perez	2	1	3	5	3	0.677	7	6	0	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	4.50	10	5	15	38	33					

4 Recycles Remaining

Eye Of The Storm

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 39 Invitational W	Tournament Match Record in PACS 39 Invitational L
7.5	Ed Kearney	2	0	2	10	6	1.020	10	5	0	0
5.5	Alan Fleegal	1	1	2	6	7	0.500	5	6	0	0
5.5	Jack Jimmink	2	0	2	8	3	1.020	6	6	0	0
5.0	Tim Meise	3	0	3	12	5	1.030	6	6	0	0
4.0	Rodney Johnson	0	2	2	2	6	(0.020)	0	0	0	0
3.0	Rick Lawson, CPT	2	0	2	4	2	1.020	5	9	0	0
3.0	Kevin Miller, Co-CPT	0	1	1	1	2	(0.010)	6	19	0	0
3.0	Zach Fleming	0	1	1	1	2	(0.010)	6	2	0	0
	Open Stats	0	0		0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	4.56	10	5	15	44	33					

4 Recycles Remaining

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 39 Invitational W	Tournament Match Record in PACS 39 Invitational L
6.0	Andrew McEvoy	2	0	2	9	3	1.020	8	6	3	0
5.5	Paul Ramsey	1	0	1	4	3	1.010	0	0	0	0
5.5	Ryan Subers	1	0	1	4	1	1.010	4	6	0	0
5.0	Brian Minnich	0	1	1	1	3	(0.010)	10	5	1	1
5.0	Anthony Cressler, CPT	2	1	3	10	6	0.677	8	11	3	1
5.0	Mike Bretz	1	0	1	4	4	1.010	0	0	0	0
5.0	Scott Frey	1	1	2	5	6	0.500	7	3	0	0
4.0	Liz Christian	1	1	2	5	3	0.500	14	12	0	2
3.5	Crystal Johnson	1	1	2	4	2	0.500	6	4	2	2
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	4.94	10	5	15	46	31					

4 Recycles Remaining

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 39 Invitational W	Tournament Match Record in PACS 39 Invitational L
6.0	Jonathan Searfoss	1	1	2	6	7	0.500	10	7	2	1
5.5	John Deasy	2	1	3	9	9	0.677	5	9	3	0
4.5	Allen Hindermyer	1	2	3	8	8	0.323	5	6	0	0
4.0	Brian Crow, CPT	2	0	2	6	3	1.020	6	6	1	2
3.0	Mike Moore	1	0	1	2	1	1.010	3	4	0	2
3.0	Shelli Searfoss	0	1	1	1	2	(0.010)	6	4	1	2
2.5	Vince Crone	0	1	1	1	3	(0.010)	6	4	0	0
2.0	Colleen Hindermyer	0	1	1	0	3	(0.010)	2	5	0	0
2.0	Sue Hough	0	1	1	1	2	(0.010)	1	6	0	1
	Open Stats	0	0	0	0	0					
	Forfeits	0	0	0							
	Penalty Points										
AVERAGE HC	3.61	7	8	15	34	38					

4 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 39 Invitational W	Tournament Match Record in PACS 39 Invitational L
7.5	Rikki Johnson	0	1	1	3	3	(0.010)	9	5	0	0
7.0	Kevin Marroquin	1	1	2	7	8	0.500	11	8	1	0
6.5	Brian Hogentogler	1	1	2	9	5	0.500	10	3	1	2
5.0	Ed Croco	0	2	2	5	7	(0.020)	6	5	0	0
4.5	Lyle Hartranft	1	0	1	3	1	1.010	7	3	0	0
4.0	Mike Minahan	0	2	2	4	6	(0.020)	7	3	0	0
4.0	Sam Altman	1	0	1	3	0	1.010	3	4	0	0
3.5	Joe Kieres	0	2	2	2	4	(0.020)	8	5	0	0
2.5	Terri Snyder	0	2	2	1	4	(0.020)	4	5	0	0
	Open Stats	0	0	0	0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC	4.94	4	11	15	37	38					

4 Recycles Remaining

HC	Zero Fux Given	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 39 Invitational W	Tournament Match Record in PACS 39 Invitational L
7.0	Duck Nornhold	0	1	1	3	5	(0.010)	0	0	0	0
6.5	Ed Hummel	0	1	1	3	5	(0.010)	6	7	0	0
5.0	Tone Brubacher	1	1	2	5	7	0.500	3	8	0	0
4.5	Paul McMichael	0	2	2	3	7	(0.020)	4	6	0	0
4.0	Mike Keisling	1	2	3	6	10	0.323	8	7	0	0
3.5	John Stough	1	0	1	2	2	1.010	5	13	0	0
3.0	Nick Ellis, Co-CPT	2	1	3	5	4	0.677	7	11	0	0
2.5	Monica Reinnagel	2	0	2	4	1	1.020	6	8	0	0
2.0	Jacqui Hiemstra, CPT	0	0	0	0	0	#DIV/0!	4	1	0	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	4.22	7	8	15	31	41					

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.

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

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 regular session. The seeding round is part of the regular 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.

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~~ 6 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.. Estelle is a 3.0 and went 0-5 for the "Basement Dwellers". With 4 weeks left in the session, she decides she wants to play for the team that is in first place. The league office can bring Estelle 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. Players and especially captains of teams who are forfeiting many matches will be putting at risk their good standing in the league. This means they may be suspended or banned from the league or may have to pay for lost revenue to be reinstated. This will be determined on a case by case basis.

Any team that forfeits an individual match will receive 0 points for that match and must still pay the $20 for that match. The $20 includes the $10 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 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 the final week, 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

Rick Boyer

Break And Funs This Session

Rick Boyer
Brian Hogentogler
Kevin Marroquin
Jeff Richardson

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.