	Win %	Match W	L	Last Week	Games W	L	AVG HC	Home Location	Week 5 Opponent Home Team if in CAPS
Rack Em Up	0.700	14	6	5-0	54	29	4.67	Angies Diner	ANGIES DOGZ
Heavy Hitters	0.600	9	6	4-1	33	28	4.17	Angies Diner	eye of the storm
Eye Of The Storm	0.600	9	6	3-2	38	27	4.63	The Pour House	HEAVY HITTERS
Making Our Luck	0.550	11	9	2-3	50	46	4.69	The Hose	CUE CREW 41
Angies Dogz	0.533	8	7	4-1	35	34	4.25	Angies Diner	rack em up
Chicks	0.467	7	8	BYE	34	35	4.28	Chicks Tavern	middletown moose
Zero Fux Given	0.450	9	11	1-4	35	45	3.63	Bressler Club	BYE
Middletown Moose	0.400	8	12	0-5	34	48	3.72	Middletown Moose	CHICKS
Cue Crew 41	0.250	5	15	1-4	35	56	4.06	Bressler Club	making our luck
		80	80		348	348	4.23		

The top 3 teams from this division will receive automatic berths into the PACS 39 Invitational. The #4 seed will play the #5 seed in a "play-in" match at the end of session to determine the 4th team from this division to qualify for the PACS 39 Invitational. In the event that any qualifying teams opt out of the tournament, the loser of the play-in match would receive the 4th bid into the tournament.

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.

HC	Angies Dogz	Match W	L	Matches Played This Session	Games W	L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 38 Invitational W	L
6.0	Rick Boyer	1	2	3	10	10	0.323	10	19	0	0
5.5	Pete Mavropoulos	0	1	1	2	4	(0.010)	0	3	0	0
5.0	Kevin Joy	1	1	2	7	4	0.500	11	17	0	0
4.5	Alfredo Cortes	2	0	2	6	3	1.020	15	15	0	0
4.0	Jonathon Pizarro	0	1	1	0	3	(0.010)	0	0	0	0
3.5	Larry Keefe	2	1	3	6	5	0.677	10	12	0	1
3.0	Steve Shipp, CPT	1	1	2	2	4	0.500	4	7	0	0
2.5	John Beaulieu	1	0	1	2	1	1.010	3	6	0	0
	Open Stats	0	0		0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC		4.25	8	7	15	35	34				

Chicks

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 38 Invitational W	L
6.0	Kevin McDaniel	3	1	4	14	9	0.770	12	15	0	0
5.5	Frank Moore, C0-CPT	0	0	0	0	0	#DIV/0!	0	0	0	0
5.5	Fred Brodbeck	2	1	3	9	10	0.677	12	13	0	0
4.5	Sean Gallagher	0	2	2	2	6	(0.020)	12	10	2	2
4.0	Brad Saksek	0	0	0	0	0	#DIV/0!	0	0	0	0
4.0	Chad Brodbeck	0	0	0	0	0	#DIV/0!	0	1	0	0
3.5	Kathy Blosser	1	2	3	3	4	0.323	8	12	0	0
3.0	Marc Stover	0	1	1	0	2	(0.010)	0	2	0	0
2.5	Kerrin Lutz	0	0	0	0	0	#DIV/0!	6	8	0	0
	Open Stats	1	1	2	6	4					
	Forfeits										
	Penalty Points										
AVERAGE HC	4.28	7	8	11	34	35					

Cue Crew 41

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 38 Invitational W	L
7.0	Duck Nornhold	2	2	4	16	11	0.500	0	0	0	0
5.5	Blaine Moose	0	0	0	0	0	#DIV/0!	0	0	0	0
4.5	Chuck Miller, Co-CPT	1	3	4	10	15	0.230	0	0	0	0
4.0	Jonathan Moose	0	2	2	2	6	(0.020)	0	0	0	0
4.0	Brett Raiser	0	1	1	1	3	(0.010)	0	0	0	0
3.0	Stephanie Ozimac, CPT	1	2	3	2	5	0.323	0	0	0	0
3.0	Jeanne Miller	0	1	1	0	2	(0.010)	0	0	0	0
3.0	Michael Arocho	1	0	1	2	1	1.010	0	0	0	0
2.5	Paul Bowers	0	4	4	2	13	(0.040)	0	0	0	0
	Open Stats	0		0							
	Forfeits										
	Penalty Points										
AVERAGE HC	4.06	5	15	16	35	56					

Heavy Hitters

HC		Match W	Match L	Matches Played This Session	Games W	Games L	MVP Score	Match Record Last Session (Monday & Tuesday) W	L	Tournament Match Record in PACS 38 Invitational W	L
5.5	Matt Arcuri	0	0	0	0	0	#DIV/0!	4	5	0	0
5.0	Raul Vargas	2	0	2	8	6	1.020	7	7	0	0
4.5	Matt Suarez,CPT	1	3	4	7	12	0.230	10	7	0	0
4.5	Miguel Rodriguez	1	1	2	3	4	0.500	5	5	0	0
4.0	Jose Soto	0	0	0	0	0	#DIV/0!	7	7	0	0
4.0	Ezequiel Rodriguez, CO-CPT	4	0	4	12	1	1.040	3	7	0	0
4.0	Elvin Soto	0	0	0	0	0	#DIV/0!	0	0	0	0
4.0	Salvatore Russo	0	0	0	0	0	#DIV/0!	2	2	0	0
2.0	Manuel Perez	1	2	3	3	5	0.323	4	10	0	0
	Open Stats										
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	4.17	9	6	15	33	28					

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 38 Invitational W	Tournament Match Record in PACS 38 Invitational L
7.5	Ed Kearney, CPT	2	0	2	10	5	1.020	18	9	2	4
6.0	Tim Meise	0	1	1	4	4	(0.010)	9	6	1	2
5.0	Paul McMichael	1	2	3	7	11	0.323	7	3	2	1
5.0	Jack Jimmink	1	0	1	4	1	1.010	6	7	0	0
4.5	Dave Beck	1	1	2	3	2	0.500	15	13	1	3
3.5	Kevin Miller, Co-CPT	2	0	2	4	0	1.020	15	14	0	3
3.5	Rick Lawson	1	1	2	3	2	0.500	11	11	6	0
2.0	Zach Fleming	0	1	1	1	2	(0.010)	4	5	1	0
	Open Stats	1	0		2	0					
	Forfeits										
	Penalty Points										
AVERAGE HC	4.63	9	6	14	38	27					

Making Our Luck

3 Recycles Remaining

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 38 Invitational W	Tournament Match Record in PACS 38 Invitational L
7.5	Tony Balsimo	1	1	2	8	7	0.500	0	0	0	0
	Shane Wingler (RIP)	0	0	0	0	0	#DIV/0!	11	6	0	0
6.0	Dakota Miller	0	0	0	0	0	#DIV/0!	8	8	2	1
5.0	Brian Minnich	2	1	3	11	11	0.677	7	5	1	2
4.5	Anthony Cressler, CPT	2	3	5	12	13	0.390	10	10	1	3
4.5	Andrew McEvoy	0	2	2	3	7	(0.020)	8	7	0	0
4.0	Scott Wallace	3	0	3	8	3	1.030	5	10	2	1
3.5	Crystal Johnson	1	2	3	4	4	0.323	6	2	3	0
2.5	Liz Christian	2	0	2	4	1	1.020	4	4	0	2
	Open Stats										
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	4.69	11	9	20	50	46					

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 38 Invitational W	Tournament Match Record in PACS 38 Invitational L
5.0	Jonathan Searfoss	3	1	4	15	12	0.770	6	10	0	0
5.0	John Deasy	2	0	2	8	3	1.020	7	7	0	0
4.5	Mike Moore	0	1	1	0	3	(0.010)	7	4	0	0
4.0	Brian Crow, CPT	1	3	4	3	10	0.230	11	6	0	0
4.0	Shelli Searfoss	1	3	4	4	8	0.230	9	3	0	0
4.0	Doug Otto	0	1	1	0	4	(0.010)	0	0	0	0
3.0	Vince Crone	1	2	3	3	6	0.323	5	4	0	0
2.0	Sue Hough	0	1	1	1	2	(0.010)	1	6	0	0
2.0	Melissa Bowman	0	0	0	0	0	#DIV/0!	0	5	0	0
	Open Stats	0	0	0	0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC	3.72	8	12	20	34	48					

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 38 Invitational W	Tournament Match Record in PACS 38 Invitational L
7.5	Brian Hogentogler	1	1	2	7	3	0.500	19	6	2	0
7.0	Rikki Johnson	2	1	3	11	7	0.677	7	5	3	0
6.5	Kevin Marroquin	1	0	1	5	1	1.010	16	11	2	2
6.0	Kelly Norris	1	0	1	4	1	1.010	7	4	2	1
5.0	Ed Croco	4	0	4	15	3	1.040	8	3	3	0
3.5	Mike Minahan	3	1	4	8	4	0.770	6	3	2	1
2.5	Joe Kieres	1	1	2	2	3	0.500	3	5	0	1
2.0	Tammy Norris	0	1	1	0	3	(0.010)	1	6	0	2
2.0	Terri Snyder	1	1	2	2	4	0.500	4	3	0	1
	Open Stats	0	0	0	0	0					
	Forfeits										
	Penalty Points										
AVERAGE HC	4.67	14	6	20	54	29					

Zero Fux Given

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 38 Invitational W	Tournament Match Record in PACS 38 Invitational L
5.0	Tone Brubacher	0	2	2	2	9	(0.020)	8	4	0	0
4.5	Ed Hummel	1	1	2	7	4	0.500	0	0	0	0
4.0	Bryan Shirk	1	1	2	4	4	0.500	5	13	0	0
3.5	John Stough	1	3	4	4	13	0.230	0	0	0	0
3.5	Nick Ellis	0	3	3	3	10	(0.030)	9	9	0	0
3.5	Mike Keisling	3	0	3	7	2	1.030	5	5	0	0
3.0	Monica Reinnagel	2	1	3	6	2	0.677	10	6	0	0
2.0	Jacqui Hiemstra, CPT	1	0	1	2	1	1.010	2	6	0	0
	Open Stats	0	0	0	0	0					
	Forfeits	0	0								
	Penalty Points										
AVERAGE HC	3.63	9	11	20	35	45					

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 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.. 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 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	*Break And Funs This Session*	
Anthony Cressler	Fred Brodbeck	2
Ed Kearney	Ed Kearney	2
Brian Hogentogler	Duck Nornhold	2
	Anthony Cressler	
	Brian Hogentogler	

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.