

Winter - Spring '24 (Mosconi)

Week 7 2/13/24

	•	Ma	itch	Last	Gai	mes	AVG		Week 7 Opponent
	Win %	W	L	Week	W	L	HC	Home Location	Home Team if in CAPS
Chicks	0.633	19	11	3-2	83	63	5.33	Chicks Tavern	rack em up
Rack Em Up	0.600	18	12	3-2	75	62	5.17	Angies Diner	CHICKS
Making Our Luck	0.567	17	13	4-1	76	59	4.69	Angies Diner	HUSTLERS & BABES
Heavy Hitters	0.567	17	13	3-2	61	61	3.89	Angies Diner	benchwarmers
Just FOCUS	0.500	15	15	2-3	68	61	4.69	The Pour House	ANGIES DOGS
Middletown Moose	0.467	14	16	2-3	62	65	4.00	Middletown Moose	ZERO FUX GIVEN
Angies Dogs	0.467	14	16	2-3	64	63	4.75	Angies Diner	just focus
Hustlers & Babes	0.433	13	17	3-2	60	69	4.89	The Pour House	making our luck
Benchwarmers	0.400	12	18	2-3	54	73	4.28	HoHos Billiards	HEAVY HITTERS
Zero Fux Given	0.367	11	19	1-4	51	78	3.71	Bressler Club	middletown moose
		150	150	•	654	654	4.54		

Team rosters in red have a captain who is 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. KNOWLEDGE IS POWER

									Match Re	cord	Tourna	ment
					Matches				Last Ses	sion	Match R	Record
					Played This				(Monda	y &	in PAC	S 32
			Ma	tch	Session	Gar	nes	MVP	Tuesda	ay)	Invitati	onal
HC	Angies Dogs		W	L		W	L	Score	W	L	W	L
7.0	Pete Mavropoulos		3	0	3	15	5	1.030	2	8	0	1
6.5	Stan Kovich		1	3	4	12	13	0.230	6	8	0	0
6.5	Ken McPherson		1	2	3	8	11	0.323	4	3	2	1
5.0	Kevin Joy		2	1	3	10	7	0.677	10	10	4	3
3.5	Alfredo Cortes		2	3	5	6	9	0.390	12	13	1	3
3.5	Steve Shipp, CPT		0	3	3	1	6	(0.030)	6	4	1	1
3.0	Larry Keefe		4	1	5	9	4	0.830	5	8	0	1
3.0	John Beaulieu		1	3	4	3	8	0.230	7	3	0	1
	Open Stats											
	Forfeits	·										
	Penalty Points	·										
AVE	RAGE HC	4.75	14	16	30	64	63					

	cycles Remaining Benchwarmers		Ma	_	Matches Played This Session	Gar		MVP	Match Re Last Ses (Monda Tuesda	sion y & ay)	Tourna Match F in PAC Invitati	Record S 32 onal
HC			W	<u> </u>		W	L	Score	W	<u>L</u>	W	L
7.0	Rick Boyer		2	1	3	11	8	0.677	16	13	2	4
5.5	Jim Roberts		5	1	6	18	11	0.873	14	9	0	3
5.0	Forrest Aeppli, CPT		1	0	1	4	3	1.010	4	3	1	2
5.0	Justin Becker		2	2	4	7	11	0.500	9	4	1	2
4.5	Eric Van Selow		0	1	1	1	5	(0.010)	9	9	0	3
4.0	Dan Benson		0	2	2	3	8	(0.020)	5	6	0	2
3.0	Jeremy Driver		1	5	6	5	15	0.127	0	0	0	0
2.5	Ellie Heinly, Co-CPT		1	4	5	4	8	0.170	3	6	1	2
2.0	Ike Aeppli		0	2	2	1	4	(0.020)	3	6	0	1
	Open Stats											
	Forfeits Penalty Paints											
۸\/E1	Penalty Points RAGE HC	4.20	10	10	20	E 1	73					
AVE	RAGE HC	4.28	12	18	30	54	73					
									Motob De	لمسمم	Толича	
					Matakas				Match Re		Tourna	
					Matches				Last Ses		Match F in PAC	
			Ма	toh	Played This Session	Gar	~~	MVP	(Monda	-	Invitati	
НС	Chicks		W	_	36221011	W			Tuesda W	1y) L	W	unai
7.0	Mike Hodge		2	<u>L</u> 1	2	11	9	Score 0.677	0	0	0	0
6.5	Sean Gallagher		4	0	3	19	7	1.040	11	9	0	0
6.0	Fred Brodbeck		1	3	4	8	15	0.230	11	<u> </u>	0	0
6.0	Mike Blazevic		1	2	3	9	10	0.230	5	3	0	0
6.0	Frank Moore, C0-CPT		1	2	3	10	6	0.323	9	7	0	0
5.5	Tom Honaker		0	0	0	0	0	#DIV/0!	3	5	0	0
4.0	Alek Bittinger		3	0	3	8	1	1.030	4	6	0	0
4.0	Kathy Blosser		4	1	5	12	7	0.830	7	9	0	0
3.0	Kerrin Lutz		3	2	5	6	8	0.610	12	14	0	3
3.0	Open Stats		3		3	- 0	- 0	0.010	12	14	U	<u> </u>
-	Forfeits											
	Penalty Points											
A\/FI	RAGE HC	5.33	19	11	27	83	63					
/ (V L I	0.02.110	3.33		• •	2,	00	00		Match Re	cord	Tourna	ment
					Matches				Last Ses		Match F	
					Played This				(Monda		in PAC	
			Ма	tch	Session	Gar	nes	MVP	Tuesda	-	Invitati	
НС	Heavy Hitters		W	L		W	L	Score	W	Ĺ	W	L
5.5	Raul Vargas		2	3	5	11	17	0.390	7	5	1	1
4.5	Ezequiel Rodriguez, CO-CPT		3	2	5	14	12	0.610	9	7	0	3
4.5	Miguel Rodriguez		3	1	4	10	5	0.770	4	9	1	2
4.5	Manuel Perez		2	1	3	6	3	0.677	0	0	0	0
4.0	Matt Suarez,CPT		3	1	4	11	7	0.770	7	8	0	3
3.5	Dylan Lesher		0	2	2	0	7	(0.020)	0	0	0	0
3.5	Salvatore Russo		2	1	3	5	5	0.677	3	5	0	0
2.5	Julio Soriano		1	1	2	2	2	0.500	3	6	2	1
2.5	Daniel Rodriguez		1	1	2	2	3	0.500	4	7	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVE	RAGE HC	3.89	17	13	30	61	61					

	cycles Remaining Hustlers & Babes		atch	Matches Played This Session	Gar		MVP	Match F Last Se (Mond Tues	ession lay & day)	Tourna Match F in PAC Invitati	Record S 32
HC		W	<u> </u>		W	L	Score	V		W	L
7.5	Duck Nornhold	1	1	2	8	6	0.500	1:		4	1
7.5	Ron Straw	1	1	2	7	4	0.500	10		7	0
7.0	Larry Fagan	2	2	4	12	12	0.500	7		2	2
6.5	Josh Reynolds	2	1	3	14	10	0.677	g		4	2
3.5	Todd Quigley	2	2	4	6	9	0.500	6		0	0
3.5	Clarence Marsh, CPT	1	5	6	4	14	0.127	10		3	1
3.5	Robert Hurt	1	1	2	2	4	0.500	3		1	1
3.0	Stephanie Ozimac	1	2	3	2	4	0.323	1:		7	0
2.0	Zach Fleming	2	2	4	5	6	0.500	1	7	0	2
	Open Stats										
	Forfeits										
	Penalty Points										
AVE	RAGE HC 4.89	13	17	30	60	69					
								Match F		Tourna	
				Matches				Last Se		Match F	
3 Re	cycles Remaining			Played This				(Mond	•	in PAC	
	Just FOCUS		atch	Session	Gar	nes	MVP	Tues	• ,	Invitati	onal
HC	Just FOCUS	W	L		W	L	Score	V		W	L
7.5	Dave Burd	5	0	5	25	6	1.050	8		0	0
6.0	Terry Ballent	1	2	3	8	8	0.323	8		2	2
5.5	Pete Radell	1	1	2	5	5	0.500	6	5	1	3
5.0	Jay Carey	1	5	6	12	19	0.127	Ć.	6	3	1
3.5	John Linn	0	1	1	0	4	(0.010)	6	10	0	0
3.5	Donnie Mull	1	2	3	4	5	0.323	6	3	0	0
3.5	Scott Minnich, CPT	4	0	4	8	5	1.040	6	5	1	3
3.0	Nick Ellis	2	4	6	6	9	0.313	6	7	4	0
	Open Stats										
	Forfeits										
	Penalty Points										
AVEI	RAGE HC 4.69	15	15	30	68	61					
								Match F	Record	Tourna	ment
				Matches				Last Se	ession	Match F	Record
3 Re	cycyles Remaining			Played This				(Mond	lay &	in PAC	S 32
		Ма	atch	Session	Gar	nes	MVP	Tues	day)	Invitati	onal
HC	Making Our Luck	W	L		W	L	Score	V	/ L	W	L
7.5	Ed Kearney	2	2	4	14	11	0.500	2	3 6	5	3
6.0	Dakota Miller	2	1	3	12	4	0.677	6		4	1
5.5	Tim Meise	4	0	4	16	4	1.040	10		3	2
5.0	Brian Minnich	2	2	4	10	10	0.500	1		3	2
5.0	Anthony Cressler, CPT	1	4	5	10	16	0.170	1:		2	2
3.5	Liz Christian	2	1	3	4	5	0.677	1:		0	0
2.5	Aaron Neely	2	0	2	4	1	1.020	4		0	2
2.5	Crystal Johnson	2	3	5	6	8	0.390	7		1	3
-				-			-				
	Open Stats										
	Forfeits										
	Penalty Points										
AVEI	RAGE HC 4.69	17	13	30	76	59					
					-						

HC 6.5	Middletown Moose Jonathan Searfoss	9	Ma W	itch L 1	Matches Played This Session	Gar W 11	nes L 7	MVP Score	Match Re Last Ses (Monda Tuesda W	sion / &	Tourna Match R in PAC Invitati W	Record S 32
5.5	Tobe Toberman		0	4	4	5	16	(0.040)	8	4	0	0
			3	2		15	15	0.610	7			0
5.0	John Deasy				5					8	0	
4.0	Brian Crow, CPT		3	2	5	13	7	0.610	5	10	0	0
4.0	Kenny Lambert		0	1	1	2	4	(0.010)	0	0	0	0
3.5	Shelli Searfoss		3	2	5	7	5	0.610	8	3	0	0
3.0	Sue Hough		2	0	2	4	2	1.020	4	4	0	0
2.5	Vince Crone		0	2	2	1	5	(0.020)	2	9	0	0
2.0	Melissa Bowman		1	2	3	4	4	0.323	5	5	0	0
	Open Stats											
-	Forfeits											
A > /=	Penalty Points		4.4	40								
AVE	RAGE HC	4.00	14	16	30	62	65		14 5		-	
									Match Re		Tourna	
					Matches				Last Ses		Match R	
3 Re	cycles Remaining				Played This	_		1 A) (D)	(Monda		in PAC	
	Rack Em Up			itch	Session	Gar	nes	MVP	Tuesda		Invitati	
HC			W	<u> </u>		W	<u> </u>	Score	W	<u> </u>	W	L
7.5	Rikki Johnson		0	2	2	2	7	(0.020)	17	4	0	0
7.0	Kyle Gamble		1	1	2	7	5	0.500	6	3	0	0
6.0	Tim Witmyer		3	2	5	17	13	0.610	9	4	0	0
6.0	Kevin Marroquin		3	1	4	12	7	0.770	12	8	0	0
5.5	Kelly Norris		2	0	2	8	2	1.020	5	6	0	0
5.5	Brian Hogentogler		3	2	5	12	14	0.610	7	10	0	0
4.5	Ed Croco		3	2	5	11	6	0.610	6	5	0	0
2.5	Marcia Yost		2	1	3	4	5	0.677	8	11	1	2
2.0	Tammy Norris		1	1	2	2	3	0.500	3	9	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVE	RAGE HC	5.17	18	12	30	75	62					
									Match Re		Tourna	ment
					Matches				Last Ses		Match R	
2 Recycles Remaining				Played This				(Monda		in PAC	S 32	
	7 F 0:		Ma	ıtch	Session	Gar	nes	MVP	Tuesda	y)	Invitati	onal
HC	Zero Fux Given		W	L		W	L	Score	W	L	W	L
5.0	Tone Brubacher		2	3	5	11	19	0.390	9	7	0	0
5.0	Chae Kim		1	1	2	6	7	0.500	5	3	0	0
4.5	Brian Wilson		2	4	6	12	16	0.313	2	8	0	0
	Dilati Wilson		_	•	O	12	10	0.515	2	U	U	U

2 Re	cycles Remaining				Played This				(Monday	/ &	in PAC	S 32
	7 F O'		Ma	itch	Session	Gar	nes	MVP	Tuesda	y)	Invitation	onal
HC	Zero Fux Given		W	L		W	L	Score	W	L	W	L
5.0	Tone Brubacher		2	3	5	11	19	0.390	9	7	0	0
5.0	Chae Kim		1	1	2	6	7	0.500	5	3	0	0
4.5	Brian Wilson		2	4	6	12	16	0.313	2	8	0	0
3.5	Mike Kiesling		1	4	5	6	17	0.170	7	10	0	0
3.0	Monica Reinnagel		1	5	6	7	14	0.127	10	6	0	0
2.5	Duane Rider		1	2	3	3	4	0.323	2	9	0	0
2.5	Jacqui Hiemstra, CPT		3	0	3	6	1	1.030	4	6	0	0
	Open Stats											
	Forfeits											
	Penalty Points											
AVE	RAGE HC	3.71	11	19	30	51	78					

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 whatever handicap it deems fair.

The winner of this division will receive a projected \$ 450

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 \$16 for that match. The \$16 includes the \$8 for the opposing 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

Dave Burd Ed Kearney Dave Burd 3
John Deasy
Sean Gallagher
Mike Hodge
Rikki Johnson
Ken McPherson
Jonathon Searfoss
Ron Straw

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

$$(10/12) + ((10-2) \times .01) = .833 + (8 \times .01) = .833 + .08 = .913$$

In the event of a tie, tiebreakers are as follows...

- 1) Head to Head. *2) Average win/loss margin per match
- 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.